# L¹® LOWRANCE

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# ⒤FINDER® HUNTc™
## Handheld Color GPS Receiver
# Operation Instructions

**For free owner's manuals and the most current information on
this product, its operation and accessories,
visit our web site:**

**www.lowrance.com**

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# Table of Contents

**WARNING!**
**A CAREFUL NAVIGATOR NEVER RELIES ON ONLY ONE METHOD TO OBTAIN POSITION INFORMATION.**

***CAUTION***
*When showing navigation data to a position (waypoint), a GPS unit will show the shortest, most direct path to the waypoint. It provides navigation data to the waypoint regardless of obstructions. Therefore, the prudent navigator will not only take advantage of all available navigation tools when traveling to a waypoint, but will also visually check to make sure a clear, safe path to the waypoint is always available.*

**WARNING!**
**When a GPS unit is used in a vehicle, the vehicle operator is solely responsible for operating the vehicle in a safe manner. Vehicle operators must maintain full surveillance of all pertinent driving, boating or flying conditions at all times. An accident or collision resulting in damage to property, personal injury or death could occur if the operator of a GPS-equipped vehicle fails to pay full attention to travel conditions and vehicle operation while the vehicle is in motion.**

# Section 1: Read Me First!

## *How this GPS and manual can make you a better hunter.*

We know; the last thing you want to do after buying your new iFINDER® HUNTc™ is to look inside the manual. But before you grab the batteries and head outside, please give us a moment or two to explain how our manual and GPS can make you a better hunter.

If you're like most hunters, you probably purchased your iFINDER HUNTc to keep from getting lost in the big woods. That's the most important function, but this rugged GPS will also lead you to new hunting grounds, help you find more game by better scouting, improve your hunt planning and help you recover downed game. (But it won't give you tighter groups…you'll just have to spend more time at the range for that!)

The original iFINDER HUNT and its companion mapping software, MapCreate™ USA Hunting Topo, made up the first and only GPS-mapping package on the market with features developed especially for hunters. The two products were introduced in the Summer of 2004, but additional hunting functions are already under development. In 2005 we added color to the mix, releasing the iFINDER HUNTc. Periodically, we offer free features and enhancements that may be downloaded at our web site. ***We strongly recommend you check the Lowrance web site, www.lowrance.com, for free downloads of updated software and instruction manuals.***

Our goal for this book is to get you out to the woods fast, with a minimum of fuss. Like you, we'd rather spend more time hunting, and less time reading the manual!

So, we designed our book so that you *don't* have to read the *whole thing* from front to back for the information you want. At the start (or end) of each segment, we'll tell you what content is coming up next. If it's a concept you're already familiar with, we'll show you how and where to skip ahead for the next important topic. We've also made it easy to look up any tips you may need from time to time. Here's how:

The manual is organized into eight sections. This first section is an introduction to Lowrance GPS. It tells you the basics you need to know before you can make the unit look around and tell you where you are.

Section 2 will help you get the batteries and MultiMedia Card (MMC) correctly installed in your iFINDER. We'll also tell you about some of the accessories available for your unit.

Section 3 is the heart of our book, *Easy Mode Operation*. It will introduce you to the basic GPS functions.

This section includes a one-page Easy Mode Quick Reference. **(If you've already figured out how to load the batteries yourself, and you just *can't* wait any longer, turn to the Quick Reference on page 29 and head outside with your iFINDER!)**

**NOTE:**

When you turn on the unit, it is in **ADVANCED MODE**. To switch the iFINDER to **EASY MODE**, press **MENU|MENU**, then use the ↑↓ keys to scroll down to **DISABLE HUNTING MODE** and press **ENT**. A message will appear asking if you are sure you want to turn **ON LAND NAVIGATION MODE**. Use the ← key to select **YES** and press **ENT**. Now, press **MENU|MENU** to get back to the main menu. Scroll down to **EASY MODE** and press **ENT**. A message will appear asking if you are sure you want to switch to **EASY MODE**. Select **YES** and press **ENT**.

*Remember:* When you are in **EASY MODE**, you will NOT be able to take advantage of the iFINDER's specialized hunting features. You will have to switch back to **ADVANCED MODE**, then enable the Hunting Mode to enjoy all the iFINDER HUNTc has to offer.

To switch back to **ADVANCED MODE** or to **ENABLE HUNTING MODE**, press **MENU**, then scroll down to **ADVANCED MODE** and press **ENT**. A message will appear asking if you are sure you want to enter **ADVANCED MODE**. Select **YES** and press **ENT**. Now, scroll down to **ENABLE HUNTING MODE** and press **ENT**. A message will appear asking if you are sure you want to turn on **HUNTING MODE**. Select **YES** and press **ENT**.

The rest of Section 3 contains short, easy-to-scan lessons that follow one another in chronological order. They're all you'll need to know to find your way in the wilderness quickly.

Easy Mode operation will meet the navigation needs of many users. But, after you've learned the basics (or if you already have some GPS experience), you may want to try out some of the iFINDER's many advanced navigation features. That brings us to Section 4, *Advanced Mode Operation*. After we introduce the Advanced Mode menus and submenus, this section contains the rest of the iFINDER's command functions (except for the hunting features), *organized in alphabetical order*.

When you come to a GPS menu command on the iFINDER screen, you can look it up in the manual by skimming over the table of contents or index, just flipping through Section 3 or scanning through the command portion of Section 4.

Your iFINDER is ready to use right out of the box, but you can fine tune and customize its operation with dozens of options.

We describe how to use general system options along with GPS options in Section 5, *System Setup and GPS Setup Options*. This section covers all operation modes.

In Section 6, we go into more detail on one of the iFINDER's most remarkable capabilities — *Searching*. We'll introduce a couple of search examples in both the Easy and Advanced Mode sections, but there are so many map items you can search for, we had to give this function its own section in the manual! For example, did you know the iFINDER can look up business phone numbers, functioning as a virtual Yellow Pages? We'll show you how in Section 6.

In Section 7, we describe the unique hunting features in Hunting Mode Operation. When the unit is first turned on, it begins operation in Hunting Mode.

Finally, in Section 8, we offer *Supplemental Material*, including a list of the GPS datums used, warranties, and customer service information.

Now, if you're into the fine details, glance over the next segment on specifications to see just how much GPS power you hold in your hand. It's important to *us* (and our power users), but if *you* don't care how many waypoints the iFINDER can store or how long the batteries last, skip ahead to important information on how the iFINDER works, on page 5.

# Capabilities and Specifications: iFINDER® HUNTc™
## General

**Display:**............................ 2.62" (6.65 cm)diagonal high contrast Film SuperTwist color display.

**Resolution:**....................... 240 pixel x 160 pixel resolution; 38.400 total pixels.

**Backlighting:**................... White LED screen backlighting for night and low-light viewing.

**Input power:**......................3 volts DC (two 1.5v AA batteries); operates up to 12 hours on batteries when using one-second position updates (longer update rates further extend battery life, but will reduce GPS accuracy). Cigarette lighter power adapter included.

**Case size:**.......................... 5.6" H x 2.5" W x 0.9" D (142 x 65 x 25 mm); water resistant to IPX-7 standards.

**Weight:**.................................8.48 ounces (242 grams) with alkaline batteries.

## GPS

**Receiver:** ......................... Internal, 16 parallel channel GPS+WAAS; external active or passive antennas optional.

**Active Antenna**

**Voltage:** ............................ 3 volts DC.

**Recording:** ...................... Removable MMC or SD memory cards for recording GPS trip details, displaying custom maps, adding audio notes to waypoints, upgrading operating system software and transferring trip data to personal computer without a slow serial connection.

**MMC slots:** ...................... One, inside battery compartment. Accepts non-proprietary MMC or SD memory cards.

**Background map:** .......... Built-in custom, detailed Lowrance map. Contains: low-detail maps of the whole world (containing cities, major lakes, major rivers, political boundaries); and medium-detail maps of the United States (containing all incorporated cities; Interstate, U.S. and state highways; Interstate highway exits and exit services information; large- and medium-sized lakes and streams.)

**Custom mapping:** .......... Accepts custom, higher-detail MapCreate™ 6 mapping on memory cards, with searchable Points-of Interest database of hotels, restaurants, shopping, services, hunting areas and more. Navionics® charts on MMC cards optional.

**Mapping memory:** ......... Up to 1 GB on one MMC (MultiMedia Card) or SD (Secure Digital Card.)

**Position updates:** .......... Every one second.

**Position points:** ............. 2,000 waypoints; 1,000 event marker icons.

**Graphic symbols for**

**waypoints or event**

**marker icons:** ................. 42 basic icons with 17 additional hunting-specific icons.

**Routes:** ............................ 100; up to 100 waypoints per route.

**Plot Trails:** ...................... 99 savable; up to 9,999 points per trail.

**Scout Plots:**.................... 100 savable scout plots.

**Man Overboard:**............. MOB feature precisely marks man overboard location with special icon, then automatically displays navigation data to that position.

**Audible alarms:** ............. Arrival/off-course/destination passed/anchor.

**Com Port:**........................ One serial communications port, NMEA 0183 version 2.0 compatible. Allows exchange of position data with another device, such as an autopilot or personal computer. Optional combination serial/power cable available.

**Zoom range:**.................... 40 ranges; 0.02 to 4,000 miles.

**NOTE:**

The above memory capacities refer only to the iFINDER's on-board memory. The amount of GPS data you can record and save for re-call later is only limited by the number of MMC cards you have.

## How the iFINDER Works

You'll navigate faster and easier if you understand how the iFINDER scans the sky to tell you where you are on the earth — and, where you're going. (But if you already have a working understanding of GPS receivers and the GPS navigation system, skip ahead to Section 2, *Installation & Accessories* on page 11. If you're new to GPS, read on, and later you will impress your friends with your new-found knowledge.)

First, think of your iFINDER as a small but powerful computer. (But don't worry — we made the iFINDER easy to use, so you don't need to be a computer expert to find your way!) The iFINDER includes a key-pad and a screen with menus so you can tell it what to do. The screen also lets the iFINDER show your location on a moving map, as well as point the way to your destination.

This pocket-sized computer also contains an antenna and specialized scanning receiver, something like your car radio. But instead of your favorite dance tunes, this receiver tunes in to a couple of dozen GPS satellites circling the earth. (It will also listen in to the WAAS satellites in orbit, but we'll tell you more about that in the upcoming segment introducing you to GPS and WAAS.)

The iFINDER listens to signals from as many satellites as it can "see" above the horizon, eliminates the weakest signals, then computes its location in relation to those satellites. Once the iFINDER figures its latitude and longitude, it plots that position on the moving map shown on the screen.

While the screen is updated once a second, your iFINDER is making these internal calculations and determining its position several times a second!

The performance doesn't stop there. Stored in the permanent memory of each iFINDER is a basic background map of the *entire* world. We lock it in here at the factory — you can't change or erase this map.

Another portion of the iFINDER's onboard memory is devoted to *recording* GPS navigation information, which includes waypoints, event marker icons, trails and routes. This lets you look back the way you came. Think of this data storage like the hard drive memory in a computer or a tape in a cassette tape recorder. You can save several different GPS data files, erase 'em and record new ones, over and over and over again. Like any computer file, these **GPS Data Files** (file format *.usr) can be shared between iFINDERs, other Lowrance GPS or sonar/GPS units and even personal computers.

Your iFINDER has one more thing in common with a personal computer. Just as computers have a floppy disk drive for storing and exchanging files, the iFINDER has a slot for an MMC (MultiMedia Card) or SD (Secure Digital) Card flash memory card. These solid-state memory devices are about the size of a postage stamp, but can hold data ranging from 8 MB to 512 MB in size. (Compare that to a floppy disk's 1.44 MB capacity!) The iFINDER uses all that MMC space for two key purposes.

First, you can backup your onboard GPS Data Files by copying them to the MMC. Since the MMC is removable (like a floppy disk or a cassette tape), you can store these GPS Data Files on a personal computer equipped with an MMC card reader. (Or store them on a pocketful of MMCs, if you don't have a computer.) Our MapCreate mapping software can save, edit or create its own GPS Data Files, which can be copied to the MMC and then loaded from the MMC into the iFINDER's memory. (**NOTE:** No matter where they come from, GPS Data Files *must* be loaded from the MMC into memory before the iFINDER can use them.)

The other key GPS use for MMCs is storage of special high-detail, custom maps, which you can produce on your computer with our MapCreate software. These MapCreate custom maps contain much greater detail than the basic background map. These **Custom Map Files** (file format *.lcm) can also be shared between the iFINDERs, other Lowrance GPS or sonar/GPS units and personal computers.

You make your own Custom Map Files with our MapCreate software, but you don't have to. We also sell ready-to-use FreedomMaps™. These custom maps are pre-loaded on MMCs. (No computer work required!).

The iFINDER automatically reads Custom Map Files directly from the MMC or SD Card. To use a custom map, all you need to do is slide an MMC containing a map into the unit.

## Introduction to GPS, WAAS and EGNOS

Well, now you know the basics of how the iFINDER does its work. You might be ready to jump ahead to Section 2, *Installation & Accessories,* on page 11, so you can install the batteries. Or you might want to see how our text formatting makes the manual tutorials easy to skim. If that's the case, move on to "How to Use This Manual" on page 9. But, if you want to understand the current state of satellite navigation, look over this segment describing how GPS and its new companions WAAS and EGNOS work together to get you where you're going.

The Global Positioning System (GPS) was launched July 17, 1995 by the United States Department of Defense. It was designed as a 24-hour-a-day, 365-days-a-year, all weather global navigation system for the armed forces of the U.S. and its allies. Civilian use was also available at first, but it was less accurate because the military scrambled the signal somewhat, using a process called Selective Availability (SA).
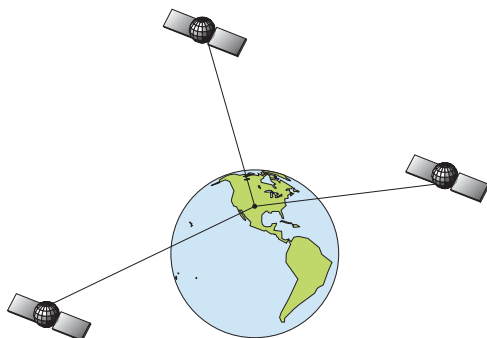
**A minimum of three satellites are required to determine a 2D fix.**

GPS proved so useful for civilian navigation that the federal government discontinued SA on May 2, 2000, after the military developed other methods to deny GPS service to enemy forces. Reliable accuracy for civilian users jumped from 100 meters (330 feet) under SA to the present level of 10 to 20 meters (about 30 to 60 feet.)

Twenty-four satellites orbit 10,900 nautical miles above the Earth, passing overhead twice daily. A series of ground stations (with precisely surveyed locations) controls the satellites and monitors their exact locations in the sky. Each satellite broadcasts a low-power signal that identifies the satellite and its position above the earth. Three of these satellites are spares, unused until needed. The rest virtually guarantee that at

least four satellites are in view nearly anywhere on Earth at all times. The system requires signal reception from three satellites in order to determine a position. This is called a 2D fix. It takes four satellites to determine both position and elevation (your height above sea level — also called altitude). This is called a 3D fix.

Remember, the unit must have a clear view of the satellites in order to receive their signals. Unlike radio or television signals, GPS works at very high frequencies. These signals can be easily blocked by trees, buildings, an automobile roof or your body.

Like most GPS receivers, the iFINDER doesn't have a compass or any other navigation aid built inside. It relies solely on the signals from the satellites to calculate a position. Speed, direction of travel, and distance are all calculated from position information. Therefore, in order for the iFINDER to determine direction of travel, you must be moving and the faster, the better. This is not to say that it won't work at walking or trolling speeds — it will. There will be more "wandering" of the data shown on the display.

GPS alone is plenty accurate for route navigation, but the U.S. Federal Aviation Administration has special aircraft navigation needs that go beyond basic GPS. So, the FAA has developed a program to boost GPS performance with its Wide Area Augmentation System, or WAAS. The FAA commissioned the system on July 11, 2003. EGNOS (European Geostationary Navigation Overlay Service) is the European equivalent of WAAS. Like WAAS, it was created to make GPS position calculation more accurate.

WAAS is designed to increase GPS accuracy to within 7.6 meters vertically and horizontally, but it consistently delivers accuracies within 1-2 meters horizontal and 2-3 meters vertical, according to the FAA. It does this by broadcasting correction signals on GPS frequencies. Your unit automatically receives both GPS and WAAS signals.

There, however, are some fringe areas of the U.S., including parts of Alaska, that do not yet receive robust WAAS coverage. Continued WAAS development is planned to extend WAAS coverage in the years to come.

WAAS boosts the accuracy of land GPS navigation, but the system is designed for aircraft. The satellites are in a fixed orbit around the Equator, so they appear very low in the sky to someone on the ground in North America. Aircraft and vessels on open water can get consistently good WAAS reception, but terrain, foliage or even large man-made structures can sometimes block the WAAS signal from ground receivers.

You'll find that using your GPS receiver is both easy and amazingly accurate. It's easily the most accurate method of electronic navigation

available to the general public today. Remember, however, that this receiver is only a tool. Always have another method of navigation available, such as a map or chart and a compass.

Also remember that this unit will always show navigation information in the shortest line from your present position to a waypoint, regardless of terrain! It only calculates position, it can't know what's between you and your destination, for example. It's up to you to safely navigate around obstacles, no matter how you're using this product.

# How to use this manual: typographical conventions

Many instructions are listed as numbered steps. The keypad and arrow "keystrokes" appear as boldface type. So, if you're in a real hurry (or just need a reminder), you can skim the instructions and pick out what menu command to use by finding the boldface command text. The following paragraphs explain how to interpret the text formatting for those commands and other instructions:

### Arrow Keys

The arrow keys control the movement of dotted cross-hair lines on your mapping screen called the cursor. The arrow keys also help you move through the iFINDER menus so you can execute different commands. They are represented by symbols like these, which denote the down arrow key, the up arrow, the left arrow and the right arrow: ↓ ↑ ← →.

### Keyboard

The other keys perform a variety of functions. When the text refers to a key to press, the key is shown in bold, sans serif type. For example, the "Enter/Save" key is shown as **ENT** and the "Menu" key is shown as **MENU**.

### Menu Commands

A menu command or a menu option will appear in small capital letters, in a bold sans serif type like this: **ADVANCED MODE**. These indicate that you are to select this command or option from a menu or take an action of some kind with the menu item. Text that you may need to enter or file names you need to select are shown in italic type, such as *trail name*.

### Instructions = Menu Sequences

Most functions you perform with the iFINDER are described as a sequence of key strokes and selecting menu commands. We've written them in a condensed manner for quick and easy reading.

For example, instructions for backtracking a trail in Easy Mode would look like this:

    1. Press **MENU**|↓ to **NAVIGATE TRAIL**|**ENT**.

    2. Now, begin moving and follow your iFINDER.

Translated into complete English, step 1 means: "Press the Menu key. Next, press the down arrow key to scroll down the menu and select (highlight) the Navigate Trail menu command. Finally, press the Enter key."

Also note that throughout this text, we will refer to the iFINDER HUNTc as the iFINDER, or as the unit.

# Section 2:
# Installation & Accessories

## Power

The iFINDER operates from AA batteries or on 3 volts DC using an optional external power cable with a cigarette lighter adapter. When the power cable is used, the iFINDER automatically switches to it if the external power is greater than the battery voltage. If the external power fails, the unit automatically switches to the batteries.

Flash memory will keep your stored data safe and accessible for the life of the product — after the unit is turned off, no battery or external power is needed to store your data.

## Batteries

The unit requires two, 1.5 volt AA batteries. We recommend that you use alkaline batteries for the best trade-off between battery life and cost. We recommend DURACELL® brand, but other brands will work. If you're looking for an extended-life battery, the Duracell® ULTRA battery has performed well in our tests.

You can also use rechargeable AA alkaline batteries, such as those made by RAYOVAC®, or rechargeable AA nickel metal hydride (NiMH) batteries. We do not recommend nickel cadmium (NiCd) rechargeable batteries because we tend to get poor battery life from them.

Rechargeable alkaline batteries will not last as long as standard alkaline batteries. However, rechargeable NiMH batteries should give you suitable battery life.

Lithium batteries are lighter than alkaline, and with some brands of lithium battery the IFINDER HUNTc will float. We've tested the iFINDER HUNTc using Energizer® $e^2$® lithium batteries, and it remained afloat.

**NOTE:**

> The battery gauge on the Satellite Status Page may not read accurately with some battery brands because discharge rates can vary significantly. This is especially true for rechargeables. This battery gauge was calibrated for alkaline batteries.

Do not mix different battery types. Mixing battery types may cause leakage. (For example, don't use both alkaline and NiMH batteries at the same time, and don't use standard alkalines with rechargeable alkalines.)

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## Battery Installation

Turn the unit over so the back is facing you. With your thumb or nail, pull back on the small clip to release the battery cover latch as shown in the following images. Once the latch is released, pull the battery cover up out of the grooves in the bottom of the case.



**Remove the iFINDER's battery cover. (For clarity, an iFINDER H2O™ is shown in these installation photos. Your HUNTc works the same.)**

Install the batteries according to the embossed signs in the battery compartment, which shows the correct polarity. Point the positive pole of the upper battery to the left; point the positive pole of the bottom battery to the right.

**NOTE:**
> Inside the battery compartment is a rotating MMC card lock. The grip on this lock must be turned parallel with the direction of the batteries for them to fit properly.

Replace the battery compartment cover. First align the latch tabs at the bottom of the cover with the slots at the case's base. Press the cover into place, and then firmly push up on the clip at the top of the cover until it latches in place. There is usually an audible click when the latch engages.
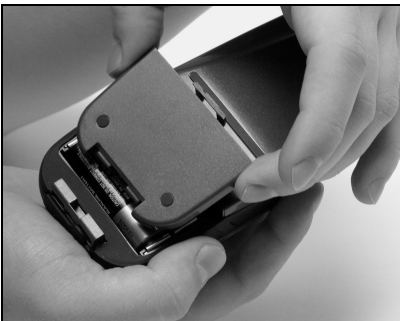


**Replace battery compartment cover. Align tabs with slots in the base (left). Press latch firmly until it clicks (right).**

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# Cigarette Lighter Power Adapter

To use external DC power: Plug the power cable's cigarette lighter adapter into a cigarette lighter receptacle. Next, pull aside the rubber cover on the bottom of the unit and insert the other connector as shown in the following image. A small clip on the connector should hold the connector in place.



**Attach external power cable to the iFINDER.**

**WARNING:**

> **Do not remove the cigarette lighter adapter and splice the exposed wires directly to a 12-volt power system. The cigarette lighter adapter contains *in the plug* a protective fuse and a voltage regulator to convert 12 volts down to about 3 volts. Without this regulator, connecting your unit to a 12-volt power source will destroy the unit. This damage will not be covered by your warranty.**

The iFINDER can use two other optional external cables to supply a NMEA/serial data connection or a combination of power and data. These cables are discussed in the following segment on NMEA connections.

# Headphone Adapter

The iFINDER PhD comes with a cable adapter that allows you to plug in your headphones. To use this adapter: Plug your headphones into the standard audio socket on the adapter. Next, pull aside the rubber cover on the bottom of the unit and insert the other connector as shown in the following image. A small clip on the connector should hold the connector in place.
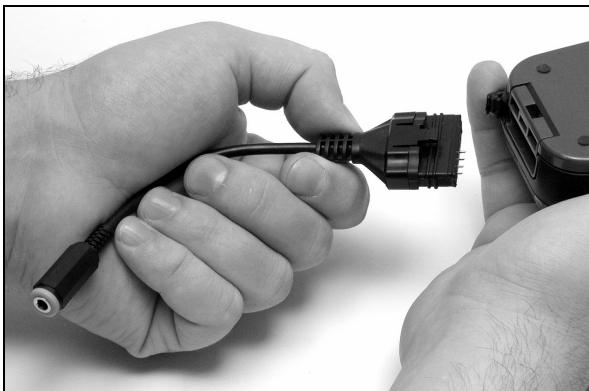
**Attach headphone adapter to iFINDER.**

## NMEA Cable Connections

NMEA is a standard communications format for marine electronic equipment. For example, an autopilot can connect to the NMEA interface on this unit and receive positioning information. The unit can exchange information with any device that transmits or receives NMEA 0183 data.

To exchange NMEA data, Lowrance offers an optional data only cable and a power/data combo cable:

The PC-DI7 is a NMEA/serial communications cable. It has a standard female DB-9 connector on one end to attach your unit to a computer's serial communications port.

The PC-DI8 combines a cigarette lighter power adapter with a DB-9 plug for a NMEA/serial com port connection to a laptop computer or other device. This is our favorite cable for connecting the iFINDER HUNTc to a laptop computer in an RV or other vehicle. By transmitting NMEA data to the computer, you can get live position data for GPS-compatible mapping software.

You can also run one of our free Lowrance GPS emulators on your laptop, and operate it with real-time position information.

To use it, plug the power adapter into a cigarette lighter socket, plug the DB-9 connector into a serial port on the computer and attach the cable to the iFINDER. Then see "Com Port Configuration" in Sec. 5.

## MMC or SD Memory Card Installation

Your iFINDER uses a MultiMedia Card to store information, such as custom maps, waypoints and other GPS data. The unit can also use Secure Digital Cards (SD cards) to store information.

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**NOTE:**
> Throughout this manual, we will use the term MMC, but just re-member that your unit can use an MMC *or* SD card to store data.

Both of these solid-state flash memory devices are about the size of a postage stamp, but can hold data ranging from 8 MB to 1 GB. (Compare that to a floppy disk's 1.44 MB capacity!) Additional MMC cards are available from LEI Extras; see ordering information inside the back cover of this manual. MMCs and SD cards are also available at many consumer electronics stores.

The MMC slot is located in the battery compartment, beneath the bat-teries on the right side of the unit. The contact pins are springy, to make it easier to insert and remove the MMC card.

**To remove an MMC**

1. Remove battery compartment cover.

2. Remove batteries, if present.

3. Hold unit facedown in right hand. Use your thumb or index finger and press down on the center of the MMC label.



**Remove an MMC Card.**

4. Drag the MMC from the slot into the battery compartment.

5. Turn the iFINDER face up and give it a shake to dump the MMC into your hand or onto a work surface.

**To add an MMC or SDC**

1. Remove battery compartment cover.

2. Remove batteries, if present.

3. Hold unit facedown in right hand. Drop the MMC card into the slot, label-up, with the notched edge toward the right.

4. Press down on the center of the label and slide the card to the right.

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**Add an MMC Card.**

5. Turn the plastic rotating card lock until it holds the card firmly in place, with the grip parallel to the direction of the batteries.

6. Replace the batteries and battery cover.

# FreedomMaps™

FreedomMaps are pre-made custom maps that cover multiple states, provinces, countries or other geographic regions on a single memory card. They give you all the features found in our MapCreate™ mapping software, but without the necessity of using a computer. FreedomMaps are available for the United States, Canada and Europe.

Like custom maps built in MapCreate, the custom map on a FreedomMap card contains all of these features: rivers/lakes/tributaries; more than 60,000 critical navigation aids; more than 10,000 wrecks/obstructions in coastal and Great Lakes waters; interstate/federal/state highways; interstate exit services; searchable Points-of-Interest (POI) database including: airports, hotels, restaurants, entertainment, emergency services; rural roads and city streets; cities and towns; railways; key landmarks; searchable street intersections and street addresses; national parks and forests with boundaries; wildlife preserves and more!

FreedomMaps come to you preloaded on a single 128 or 256 MB memory card. Insert the memory card into your Lowrance GPS unit, and you're ready to go.

FreedomMaps are available through LEI-Extras. To order a card (or for a list of the areas available) see the ordering information in the back of this manual.

# External Antenna

A GPS antenna requires a clear view of the sky for optimum operation. Inside a vehicle, your iFINDER can sometimes maintain satellite lock while sitting on the seat beside you, but we don't recommend this for optimum performance.

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Since the view is restricted to what can be seen through the windows, this operating mode will reduce position accuracy and will increase the chance of losing satellite lock. Inside a vehicle, the unit operates best with an optional external antenna mounted on the windshield, on the dash or on the top of the vehicle.

The optional external antenna can use a magnetic base that allows temporary mounting on any flat ferrous metal surface. A suction-cup mount allows you to attach the antenna to a windshield.

The iFINDER HUNTc can use the passive FA-8 antenna or the active RAA-3 antenna. The active antenna offers a further performance boost by amplifying the satellite signals it receives. This is especially helpful when operating in areas such as dense forests, which can obstruct GPS signals. Your unit will automatically switch between the active RAA-3 and its internal antenna (located in the top of the case). If you purchase the passive FA-8, you must use a menu check box to manually switch between it and the internal antenna. See the topic "External Passive Antenna" in Sec. 5.



**Attach the iFINDER antenna to windshield bracket with two screws.**

You may achieve good results by placing the external antenna on the top of the dash, at the base of the windshield. A piece of the rubber non-skid shelf liner material available in recreational vehicle supply stores will also help hold the antenna in place.

To use the antenna: Mount it in a location with an unobstructed view of the sky. Plug the connector into the unit's antenna socket, located on the back, in the upper left corner of the case.

## R-A-M® Bracket Mounting Systems

Several R-A-M® mounting brackets are available for your iFINDER. There are permanent mounts and temporary mounts suitable for virtu-ally any boat, aircraft or other vehicle, even motorcycle handlebars.

**Two R-A-M mounting systems for your unit.**

One model has a mounting arm and cradle attached to a swivel ball plate that can be screwed or bolted to a supporting surface. Another has a moldable, weighted, rubber foot and gooseneck for support virtually anywhere without screws or adhesives. R-A-M even has suction cup bases for attachment to windscreens or fiberglass surfaces. See your Lowrance dealer or visit the LEI web site for the latest options. Accessory ordering information is on the inside back cover of this manual. For a complete look at the many mounting options, visit the R-A-M web site at www.ram-mount.com.

## Other Accessories

Other iFINDER accessories include MMC cards, MMC card readers and MapCreate™ 6 custom mapping software for your computer. (The iFINDER HUNTc Plus model ships with the GPS Accessory Pack, which is composed of the MapCreate CDs, the card reader, and one memory card.)

If these accessories are not available from your dealer, see the accessory ordering information on the inside back cover of this manual.
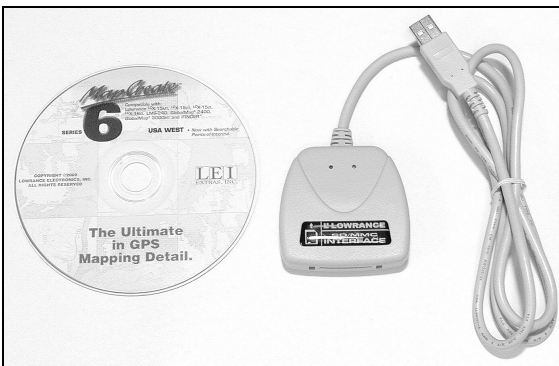

**MapCreate™ 6 CD-ROM and MMC card reader for USB ports.**

# Section 3:
# Easy Mode Operation

This section addresses Easy Mode operation for the iFINDER's main GPS functions. The principles are the same in both operating modes, so this also serves as a good introduction to Advanced Mode work.

**NOTE:**

When you turn on the unit, it is in **ADVANCED MODE**. To switch the iFINDER to **EASY MODE**, press **MENU|MENU**, then use the ↑↓ keys to scroll down to **DISABLE HUNTING MODE** and press **ENT**. A message will appear asking if you are sure you want to turn on **LAND NAVIGATION MODE**. Use the ← key to select **YES** and press **ENT**. Now, press **MENU|MENU** to get back to the main menu. Scroll down to **EASY MODE** and press **ENT**. A message will appear asking if you are sure you want to turn on **EASY MODE**. Select **YES** and press **ENT**.

*Remember:* When you are in **EASY MODE**, you will NOT be able to take advantage of the iFINDER's specialized hunting features. You will have to switch back to **ADVANCED MODE**, then enable Hunting Mode.

Before you turn on the iFINDER and find where you are, it's a good idea to learn about the different keys, the four Page screens and how they all work together. BUT, if you just can't wait to get outside, grab the batteries and turn to the one-page *Quick Reference* on page 29.

## Keypad



**iFINDER HUNTc keypad.**

1. **PWR/LIGHT** (Power & Light) – The PWR key turns on the unit and off and activates the backlight.

2. **PAGES** – Pressing this key switches the unit between the four page screens in Easy Mode. (Satellite, Compass, Navigation and Map.) Each page represents one of the unit's major operation modes.

3. **MENU** – Press this key to access menus, where you will be able to select or adjust iFINDER features.

4. **ARROW KEYS** – These keys are used to navigate through the menus, make menu selections, move the map cursor and enter data.

5. **ENT/SAVE** (Enter & Save) – This key allows you to save data, accept values and execute menu commands.

6. **EXIT** – The Exit key lets you return to the previous screen, clear data or close a menu.

7. **FIND** – The Find key launches iFINDER search menus and some navigational functions.

8. **ZOUT** – (Zoom Out) – This key zooms out the screen allowing you to see a larger geographic area on the map. Less detail is seen as you zoom out.

9. **ZIN** – (Zoom In) – This key zoom in the screen so you can see greater detail in a smaller geographic area on the map.

## Power/lights on and off

To turn on the unit, press **PWR**. To turn on the backlight, press **PWR** again. Pressing **PWR** a third time will turn off the backlight. (Press **EXIT** to clear any message or alarm displays.)

Turn off the unit by pressing and holding the **PWR** key for 3 seconds.

## Main Menu

Easy Mode has a single Main Menu, which contains some function and setup option commands. The tutorial in this section will deal only with functions — the basic commands that make the iFINDER do something. For these lessons, the iFINDER will work fine right out of the box with the factory default settings. But, if you want to learn about the various options and settings, see *Sec. 5, System Setup and GPS Setup Options*.

**Main Menu, Easy Mode.**

The Main Menu commands and their functions are:

**Go To Cursor**: navigates to the current cursor position on the map.

**Cancel Navigation**: turns off the navigation command after you have reached your destination.

**Screen**: changes the contrast or brightness of the display screen and backlight delay.

**Sounds**: enables or disables the sounds for key strokes and alarms and sets alarm style.

**Navigate Trail**: sets up navigation back to the start of the current trail.

**Clear Trail**: clears all points stored in a plot trail.

**Sun/Moon Calculations**: finds the rising and setting time of the sun and the moon.

**Units of Measure**: changes the unit of measure for speed and distance. It also is used to change heading, time and temperature formats.

**Set Local Time**: sets the time for your local time zone.

**Advanced Mode**: used to switch from Easy Mode to Advanced Mode. Easy Mode shows only the most commonly used features to simplify operation.

**Transfer My Data**: used to load or save GPS data files to an MMC card.

**Software Info**: shows the product name and software version of the unit's operating system software, as well as copyright notices.

## Pages

Easy Mode has four Page displays that represent the four major operating modes. They are the Satellite Status Page, Compass Page, Navi-

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gation Page and the Map Page. The pages are accessed by pressing the **PAGES** key. Pressing **PAGES** repeatedly scrolls through the four screens in an endless loop.

**Satellite Status Page**

The Satellite Status Page, shown in the following images, provides detailed information on the status of the iFINDER's satellite lock-on and position acquisition. To get to the Satellite Status Page, press **PAGES** repeatedly until it appears on the screen.

No matter what page you are on, a flashing current position indicator/question mark symbol and flashing GPS data displays indicate satellite lock has been lost and there is no position confirmed. This page shows you the quality and accuracy of current satellite lock-on and position calculation.

**WARNING:**

**Do not begin navigating with this unit until the numbers have stopped flashing!**
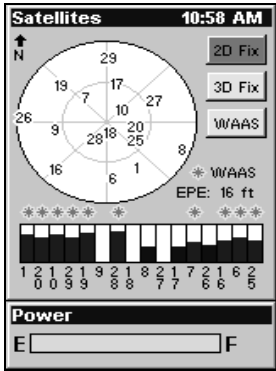


**Satellite Status Page showing a 3D position fix (latitude, longitude and altitude) with WAAS reception.**

This screen shows a graphical representation of the satellites that are in view. Each satellite is shown on the circular chart relative to your position. The point in the center of the chart is directly overhead. The small inner ring represents 45° above the horizon and the large ring represents the horizon. North is at the top of the screen.

You can use the chart to see which satellites are obstructed by obstacles in your immediate area, if you hold the unit facing north.

The GPS receiver is tracking satellites that are in bold type. The receiver hasn't locked onto a satellite if the number is grayed out. The grayed out satellite is not being used to resolve your position. Beneath the circular graph are bar graphs, one for each satellite in view.

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Since the unit has 16 channels, it can dedicate one channel per visible satellite. The taller the bar on the graph, the better the unit is receiving signals from the satellite.

The Estimated Position Error (horizontal position error), shown in the upper right corner of the screen, is the expected error from a benchmark location. In other words, if the EPE shows 50 feet, then the position shown by the unit is estimated to be within 50 feet of the actual location. This also gives you an indicator of the quality of the fix the unit currently has. The smaller the position-error number, the more accurate the fix. If the position error displays flashing dashes, then the unit hasn't locked onto the satellites and the number shown isn't valid.

## Compass Page

This Page has a compass rose. It shows the direction you are facing and the direction to a selected destination. When you're not navigating to a waypoint or other destination, the navigation screen looks like the one in the image below. No graphic course information is displayed. An arrow on the edge of the compass represents your facing direction.
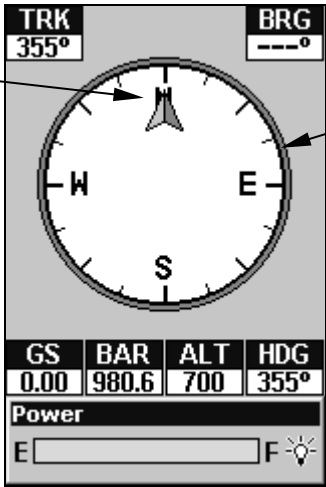


**Navigation Page, recording a trail, traveling east. Page looks like this when the iFINDER is not navigating to a waypoint, following a route, or backtracking a trail.**

## Navigation Page

Like the Compass Page, the Navigation Page also has a compass rose. It shows your direction of travel and the direction to a recalled waypoint. When you're not navigating to a waypoint or other destination, the navigation screen looks like the one in the following image. No

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graphic course information is displayed. Your position is shown by an arrow in the center of the screen. Your trail history, or path you've taken, is represented by the line extending from the arrow. The arrow pointing down at the top of the compass rose indicates the your current track (direction of travel).

**Track or compass heading indicator, showing direction of travel**
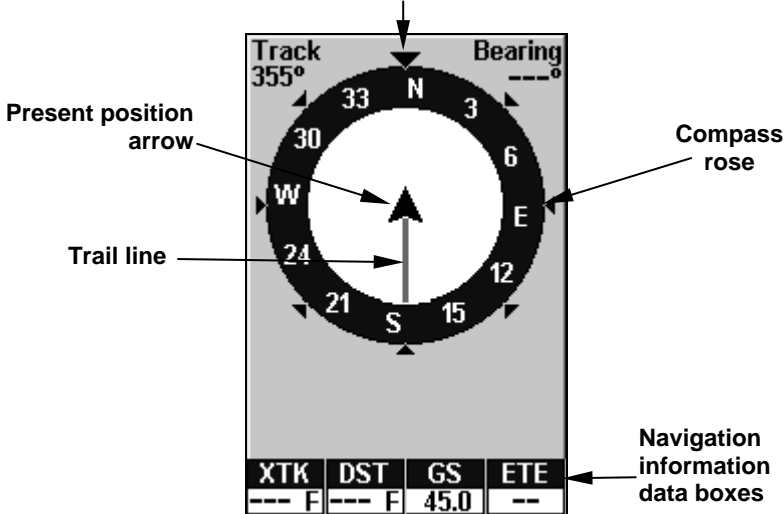


**Recording a trail on the Navigation Page. The page looks like this when the iFINDER is not navigating to a waypoint , following a route, or backtracking a trail.**

When navigating to a waypoint or following a route, the Navigation screen looks like the one shown in the following image. Your ground speed, track, distance and bearing to your destination are all shown digitally on this screen.

The current cross track error is shown in the XTK box. This is the distance you are off-course to the side of the desired course line. The course line is an imaginary line drawn from your position when you started navigating to the destination waypoint. It's shown on the navigation page as a vertical dotted line.

Lines on either side of the present position show the current cross track error range.

The default for the cross track error range is 0.20 mile. For example, if the present position symbol touches the right cross track error line, then you are 0.20 mile to the right of the desired course. You need to steer left to return to the desired course. You can use the **ZIN** or **ZOUT** keys to change the cross track error range.

A circular representing your destination (waypoint) appears on the screen as you approach the waypoint as shown on the screen below.

Travel Time is the time that it will take to reach your destination at your present closing speed. Arrival Time is the local time it will be when you arrive at the destination, based upon your present closing speed and track.

**Current track or heading, shown in degrees**

**Compass bearing to destination**

**Bearing arrow**

**Trail line**

**Cross track error range (off course indicator)**

**Navigation information data boxes**

**Destination name**
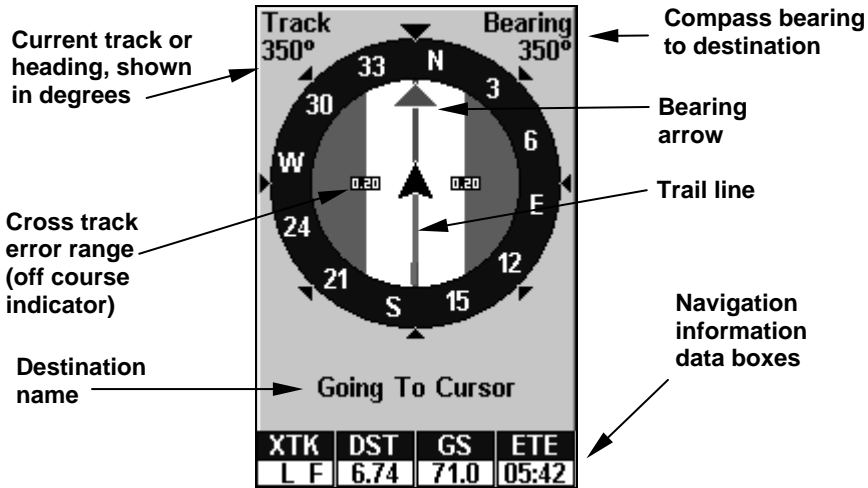


**Navigation Page, going to cursor. Driver is headed east (a 68° track) toward a cursor location 68° (bearing) away. The cross track error range (white corridor) is 0.20 miles either side of the course.**

## Map Page

The map screens show your course and track from a bird's-eye view. By default, this unit shows the map with north always at the top of the screen. (This can be changed using options in Advanced Mode. See the topic *Map Orientation*, in Sec. 5.) If you're navigating to a waypoint, the map also shows your starting location, present position, course line and destination.

**NOTE:**

When our text says, navigating to a waypoint, we really mean navigation to *any* selected item, whether it is a waypoint, a map feature or an item (like a restaurant) from the POI database.

Using the map is as simple as pressing the **PAGES** key. A screen similar to those in following images appears. The arrow flashing in the center of the screen is your present position. It points in the direction you're traveling. The solid line extending from the arrow is your plot trail or path you've taken. (Remember: flashing question mark on the arrow symbol or flashing text displays means the iFINDER has not yet calculated a position.)

The map zoom range is shown in the lower left corner of the screen. In the first example below, the range is 4,000 miles from the left edge of the map to the right edge of the map.

The Zoom Out and Zoom In keys enlarge or reduce the map's coverage area and the amount of mapping detail shown. There are 40 available map zoom ranges, from 0.02 miles to 4,000 miles.
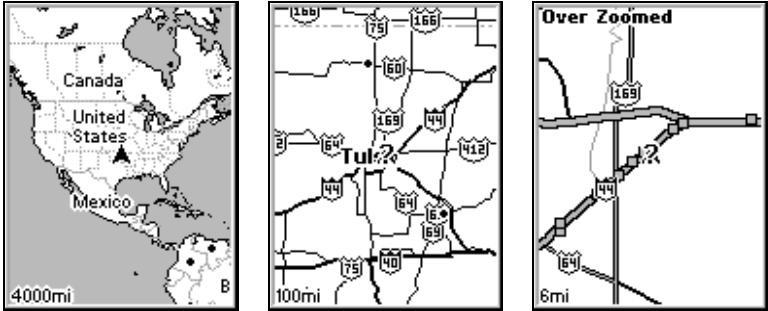


**Map Page opening screen (left). Zoomed to 100 miles (center) and zoomed to 6 miles (right). Over Zoomed means you have reached the detail limits in an area covered only by the basic background map. Zooming in any closer will reveal no more map details because a high-detail custom map has not been loaded on the MMC for this area.**

If you're using only the factory-loaded background map, the maximum zoom range for showing *additional* map detail is 8 miles. You can zoom in closer, but with the exception of a few major city streets, the map will be enlarged without revealing more map content. Load your own high-detail custom map made with MapCreate and you can zoom in to 0.02 miles with massive amounts of accurate map detail.
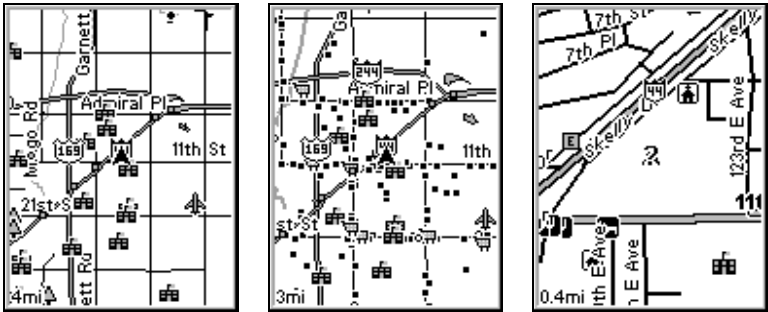


**Map Pages with high-detail map of an urban area loaded on the MMC. Arterial streets appear at the 4-mile zoom range, with a few Point of Interest icons visible (left). Numerous dots representing POIs become visible at the 3-mile range (center). At a 0.4-mile zoom, you can see an interstate highway with an exit, major and minor streets as well as POI icons (right).**

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**Background map vs. MapCreate map content**

The background map includes: low-detail maps of the whole world (containing cities, major lakes, major rivers, political boundaries); and medium-detail maps of the United States.

The medium-detail U.S. maps contain: all incorporated cities; shaded metropolitan areas; county boundaries; shaded public lands (such as national forests and parks); some major city streets; Interstate, U.S. and state highways; Interstate highway exits and exit services information; large- and medium-sized lakes and streams and more than 60,000 navigation aids and 10,000 wrecks and obstructions in U.S. coastal and Great Lakes waters

MapCreate custom maps include massive amounts of information not found in the background map. MapCreate comes in a hunting topo and non-topo version, and the non-topo program contains: the searchable Points of Interest database, all the minor roads and streets, all the landmark features (such as summits, schools, radio towers, etc.); more rivers, streams, smaller lakes and ponds and their names.

What's more important is the large-scale map detail that allows your GPS unit to show a higher level of position accuracy. For example, the background map would show you the general outline and approximate shape of a coastline or water body, but the higher detail in MapCreate shows the shoreline completely and accurately (finer detail). Many smaller islands would not be included in the background map, but are in MapCreate.

**Special Hunting Details**

MapCreate USA Hunting Topo version was developed specifically for the iFINDER HUNT family. It contains all the higher detail in the non-topo version, but the addition of topographical contour lines makes it great for hikers, aviators and hunters.

MapCreate Topo contains an amazing amount of special information for hunters, including: public hunting boundaries and their names from 47 states, along with game management unit boundaries from 22 states; boundaries for state and federal wildlife refuges; state and federal forests; city, state and federal parks; higher resolution hydrography (water bodies) including intermittent streams; USGS 1:24000 scale topo quadrangle map boundaries and more!

MapCreate USA Hunting Topo is the first GPS mapping software on the market to offer this type of extensive hunting database.
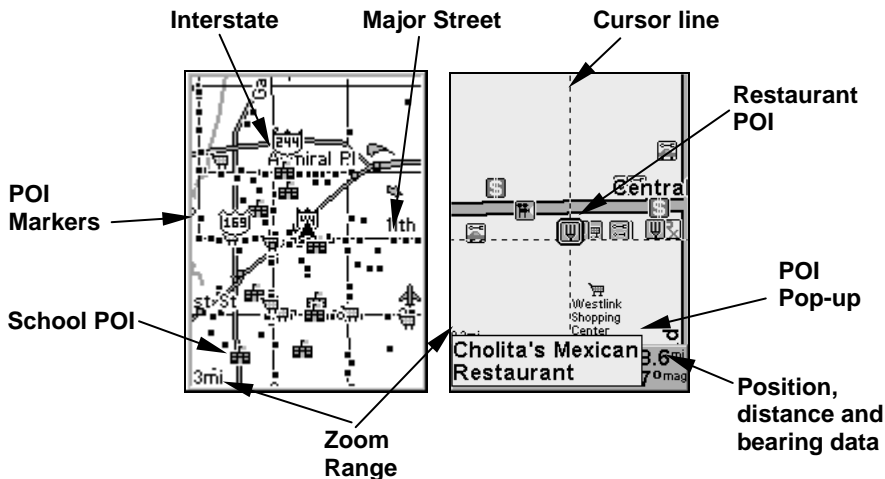
**When the map is zoomed out far enough, most POIs appear as square dots (left). As you zoom in closer, the symbols become readable icons. In the 0.3-mile zoom example (right), the cursor has selected the Cholita's Mexican Restaurant POI, which triggers a pop-up box with the POI name. This pop-up box works on POIs at any zoom range.**

*Tip:*

In some urban areas, businesses are so close to one another that their POI icons crowd each other on the screen. In the preceding figure, you can see a packed string of POIs all along the west half of 11th Street. You can reduce screen clutter and make streets and other map features easier to see by turning off POIs you don't need to see on the display. (To see how, check the text on Map Detail Category Selection, in Sec. 5.

It shows how to use the Map Categories Drawn menu to turn individual POI displays off and on.) Even though their display is turned off, you can still search for POIs and their icons will pop-up when your unit finds them for you.

The following page contains a 12-step quick reference for Easy Mode operation. If you don't want to carry the manual with you as you practice with the iFINDER, you might consider photocopying this quick reference page and tucking it into your pocket.

# iFINDER® HUNTc™ Easy Mode Quick Reference

*Start outdoors, with a clear view of the open sky. As you practice, try navigating to a location a few blocks away. Navigation in too small a space, like a backyard, will constantly trigger arrival alarms.*

1. Install two AA batteries and an MMC card in the battery compartment on back of case. (See installation details beginning on page 11.)

2. To turn on the iFINDER, press and release the **PWR** key.

3. Opening screen displays map of North America at the 4,000-mile zoom range. Rotate through the four main Page screens (Map Page, Satellite Status Page, Compass Page and Navigation Page) by repeatedly pressing **PAGES** key.

4. Wait while unit locates satellites and calculates current position. Process is visible on Satellite page. This takes an average of 1 minute or less under clear sky conditions (unobstructed by terrain or structures.) When the unit acquires position, a tone sounds and a position acquired message appears.

5. With position acquired, press the **PAGES** key to display the Map Page, which shows a bird's eye view of the earth. You can move around the map by:

> **Zooming in** closer to see greater detail: press **ZIN** (zoom in key.)
> **Zooming out** to see more area with less detail: press **ZOUT** (zoom out key.)
> **Scroll** map north, south, east or west using arrow keys $\uparrow \downarrow \rightarrow \leftarrow$.

To stop scrolling and return to current position on map, press **EXIT** key.

6. Set Home waypoint at your current position so you can navigate back it: press **ENT|ENT**.

7. Zoom/scroll map to find a nearby object or location. Use arrow keys to center cursor crosshairs over the map object or location.

8. To navigate to the selected location: press **MENU|ENT|EXIT**. Follow steering arrow on Map Page or compass bearing arrow on Navigation Page.

9. At destination, Arrival Alarm goes off. To clear it, press **EXIT**. To Cancel navigation: press **MENU|↓** to **CANCEL NAVIGATION|ENT|**. A message will appear asking if you want to cancel navigation. Select **YES** and press **ENT**.

10. Navigate back home by **GO HOME** or **NAVIGATE TRAIL**. To *Go Home*: press **FIND|ENT**, then follow navigation arrows. To *Navigate Trail:* press **MENU|↓** to **NAVIGATE TRAIL|ENT**. Wait while route is calculated, then follow the navigation arrows.

11. Back home, when Arrival Alarm goes off, press **EXIT**. To Cancel navigation: press **MENU|↓** to **CANCEL NAVIGATION|ENT| ←| YES| ENT**.

12. To turn off the iFINDER, press and hold **PWR** key for three seconds.

# Find Your Current Position

Finding your current position is as simple as turning on the iFINDER. Under clear sky conditions, the unit automatically searches for satellites and calculates its position in approximately one minute or less.

**NOTE:**

 Clear sky means open sky, unobstructed by terrain, dense foliage or structures. Clouds do not restrict GPS signal reception.

If for some reason satellite acquisition takes longer, you may be inside a structure or vehicle or in terrain that is blocking signal reception. To correct this, be sure you are positioned so the unit has as clear a view of the sky as possible, then turn the unit off and back on again.

# Moving Around the Map: Zoom & Cursor Arrow Keys

The map is presented from a bird's eye view. The current zoom range shows in the lower left corner of the screen.

1. Press the **ZIN** key (zoom in) to move in closer and see greater detail in a smaller geographic area.

2. Press the **ZOUT** key (zoom out) to move farther away and see less map detail, but a larger geographic area.

When you are walking or riding in a vehicle, the map will automatically move as you move. This keeps your current location roughly centered on the screen.

You can manually pan or scroll the map northward, southward, eastward or westward by using the arrow keys, which launches the crosshair map cursor. This allows you to look at map places other than your current position. To clear the cursor, press **EXIT**, which jumps the map back to the current position or the last known position.
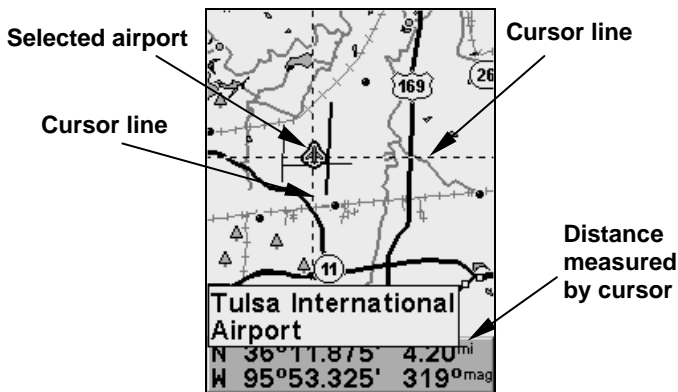
**The selected airport to the northwest is 4.2 miles away.**

*Tip:*

Use the cursor to determine the distance from your current position (or last known position, when working indoors) to any map object or location. Use the arrow keys to position the cursor over the object or place. The distance, measured in a straight line, appears in the data box at the bottom of the map. Press **EXIT** to clear the cursor.

## Selecting Any Map Item with the Cursor

1. Use the zoom keys and the arrow keys to move around the map and find the item you wish to select.

2. Use the arrow keys and center the cursor crosshairs on the desired object. On most items, a pop-up box will give the name of the selected item.

You will also notice a red ring surrounds the item as it becomes selected. Once that happens, press **FIND** and the Find Menu will pop up with an extra option at the top of the list: **SELECTED ITEM**. Press **ENT** to see the Waypoint Information screen for the selected item.

## Searching

Now that you've seen how the iFINDER can find where *you* are, let's search for something somewhere else. Searching is one of the most powerful new features in the Lowrance GPS product line.

In this example, we'll look for the *nearest* fast-food restaurant. For more information on different types of searches, refer to *Sec. 6, Searching*.

**NOTE:**

This example requires the Point of Interest (POI) database included in a high-detail MapCreate 6 custom map.

After the iFINDER has acquired a position:

1. Press **FIND**|↓ to **MAP PLACES**|**ENT**|↓ to **POI-RESTAURANTS**.

2. You could search the entire restaurant category, but in this example we will narrow our search. Press → to **FAST FOOD CHAINS|ENT**. That launches the Waypoints menu with two options: **FIND NEAREST AND FIND BY NAME**. Find Nearest is already highlighted, so press **ENT**.
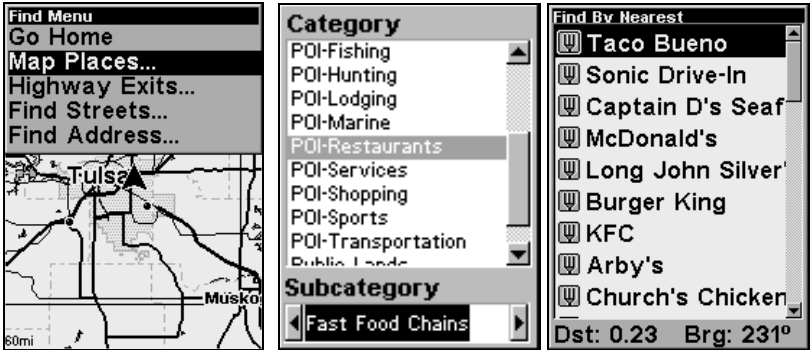


**Find Map Places Menu (left). Category Selection menu (center) and list of the nearest restaurants (right).**

3. The iFINDER says it is calculating (Busy), then a list of restaurants appears, with the closest at the top of the list, and the farthest at the bottom of the list. The nearest is highlighted.

4. If you wanted, you could scroll through the list to select another restaurant, but for now we will just accept the nearest one, so press **ENT**.

5. The POI's Waypoint Information screen appears. (This is how you can use the iFINDER as a business phone directory!) If you wanted to navigate there, you could press Enter, since the **GO TO** command is highlighted. But we just want to see it on the map, so press → to **FIND ON MAP|ENT**.
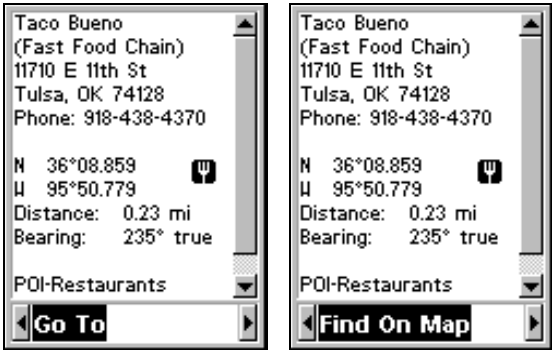


**POI information screen for fast food restaurant nearest this position. Screen shows name, street address, phone number, latitude/longitude, distance to the restaurant and its compass bearing. Go To command is selected (left); Find on Map is selected (right).**

6. The iFINDER's map appears, with the cursor crosshairs highlighting the restaurant's POI symbol. A pop-up name box identifies the POI. A data box at the bottom of the screen continues to display the location's latitude, longitude, distance and bearing.
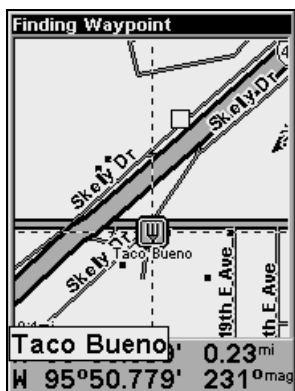


**Map screen showing Finding Waypoint,
the result of a restaurant search.**

7. To clear the search and return to the last page displayed, press **EXIT** repeatedly. (Before you completely exited out of the Search menus, you could have gone looking for another place.)

**NOTE:**
> Search works from mapping and POI data loaded in the iFINDER. If you do not have a high-detailed custom map (containing POI data for the area you are searching) loaded on the MMC, you may not find anything.

## Set Home Waypoint

A waypoint is an electronic address, based on the latitude and longitude of a position on the earth. Easy Mode allows you to save two waypoints (Home and Man Overboard).

**To save a Home Waypoint:**

1. Press and release **ENT**.

2. The **SAVE AS HOME WAYPOINT?** prompt appears, with **YES** highlighted. To accept yes, press **ENT**. The waypoint appears on the map as an X, named Home.
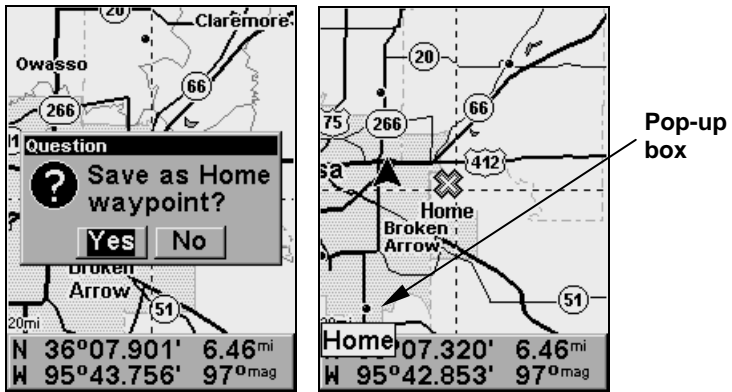
**Save Home Waypoint menu (left). Home waypoint, with X symbol and name (right). When selected by the cursor, the pop-up box appears.**

The example shows waypoint set at the cursor location. If the cursor was not active, the point would be placed at the current position.

### *Caution:*

*Saving a new Home waypoint will overwrite and erase the previous Home waypoint.*

### Navigate Back Home

This command will automatically take you back to the Home waypoint you created.

1. Press **FIND**, use ↑↓ to select **GO HOME** and press **ENT**, then follow navigation arrows on the Map Page or the compass rose on the Navigation Page.

To cancel navigation, press **MENU|↓** to **CANCEL NAVIGATION|ENT.** A message will appear asking if you want to cancel navigation. Select **YES** and press **ENT**. The iFINDER stops showing navigation information.

## Set Man Overboard (MOB) Waypoint

One of boating's most terrifying events is having a friend or family member fall overboard. This situation can be deadly on any body of water. It's particularly dangerous at night or if you're out of sight of land. Of course, the first thing to do is remain calm and try all standard safety measures to try and rescue the person.

This unit has a man overboard feature that shows navigation data to the location where the feature was activated. To activate it, press the **ZOUT** and **ZIN** keys at the same time. Your position at the time these keys are pressed is used as the man overboard position.

*Caution:*

> *Saving a new "Man Overboard" waypoint will overwrite and erase the previous "Man Overboard" waypoint.*

**Navigate Back to MOB Waypoint**

Find your way back to the accident position with the Navigation Page or Map Page. When MOB is activated, the Navigation Page automatically shows the compass rose with its bearing arrow pointing toward the man overboard position, and the destination name says *Going To Man Overboard*. The Map Page displays a Man Overboard waypoint, represented by a human figure, and the steering arrow points where to steer to reach that position.

The man overboard position is also stored in the waypoint table for future reference. In Advanced Mode, it can be edited the same as any other waypoint. This prevents the inadvertent loss of the current Man Overboard position.

*Tip:*

> You don't need to have an emergency to use the MOB waypoint. It is the only way you can set an additional waypoint other than Home in Easy Mode. When you set the MOB point, just cancel navigation and then use MOB like a regular waypoint. (Remember, you can set 1,000 waypoints in Advanced Mode.)

To cancel navigation to MOB, press **MENU**|↓ to **CANCEL NAVIGATION**|**ENT**. . A message will appear asking if you want to cancel navigation. Select **YES** and press **ENT**.

# Navigate to Cursor Position on Map

The **GO TO CURSOR** command navigates to the current cursor position on the map. It's a quick and handy way to navigate to anything you can see on the map display.

1. Use the cursor (controlled by the arrow keys) with the zoom in and zoom out keys to maneuver around the map until you find a location you want to go to.

2. Center the cursor over the location to select it. See the example below. (Many map items such as waypoints, Points of Interest, towns, etc. can be selected, and appear highlighted with a pop-up box. Other features, such as a river or a street intersection will not appear highlighted, but the cursor will take you to those locations just the same.)
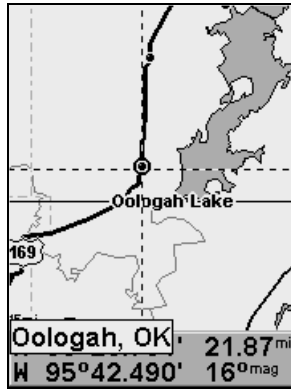
**Navigate to cursor. In this example, the cursor has selected the town of Oologah, Oklahoma.**

3. Press **MENU|ENT** and the iFINDER will begin navigating to the cursor location.

The Map Page will display a line from your current position to the cursor position. The Navigation Page displays a compass rose showing navigation information to your destination. See the following examples.
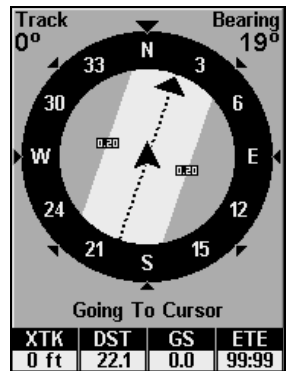


**The 15-mile zoom figure (left) clearly shows the course line connecting your current position to your destination. The 60-mile zoom (center) shows both current position and destination on screen. The Navigation Page (right) will also show navigation information.**

To stop navigating to the cursor, use the Cancel Navigation command: press **MENU|↓** to **CANCEL NAVIGATION|ENT**. A message will appear asking if you want to cancel navigation. Select **YES** and press **ENT**. The iFINDER stops showing navigation information.

## Navigate to a Point of Interest

For POIs that are in view on the map, you can easily use the Navigate to Cursor command above, just use the cursor to select the POI.

Another method involves searching for POIs with the Find Map Places command, launched with the **FIND** key. (See the searching example earlier in this section, or turn to Sec. 6, *Searching*, for detailed instructions on POI searches.)

After you have looked up an item with the Find Map Places command, use the ← to make sure the **GO TO** command is highlighted at the bottom of the screen, then press **ENT**. The iFINDER begins showing navigation information to the item.

To cancel navigation, press **MENU|↓** to **CANCEL NAVIGATION|ENT**. A message will appear asking if you want to cancel navigation. Select **YES** and press **ENT**. The iFINDER stops showing navigation information.

**Creating and Saving a Trail**

A trail, or plot trail, is a history of the path you have taken. On the screen, trails are represented by a solid line extending from the back of the position arrow.

With the default auto setting, the iFINDER creates a trail by placing a dot (trail point) on the screen every time you change directions. (The method used for creating a trail and the trail update rate can both be adjusted in Advanced Mode. See Sec. 5 for *Trail Options*.)

In Easy Mode, this unit automatically creates a plot trail when turned on. It is automatically saved in memory when the unit is turned off. The iFINDER continues recording the *same* trail until you clear the trail, which *erases* the old trail and starts creation of a new trail.

**NOTE:**

The iFINDER can record up to 9,999 points per trail, which may be adjusted in Advanced Mode. The default setting is a maximum of 2,000 points. When trail length exceeds the maximum setting, the unit begins recording the trail over itself.

In Advanced Mode, you can save and recall up to 10 different plot trails, which may be copied to your MMC for archiving.

*Caution:*

*You also have the option of turning off trail recording in Advance Mode. If the option is left turned off, it will cancel the automatic trail creation feature in Easy Mode.*

**Displaying a Saved Trail**

The trail is automatically displayed in Easy Mode by default. Trail display can be selectively turned off and on only in Advanced Mode.

# Navigating or Backtracking a Trail

There are two methods for following your back trail. The simplest requires no menu commands at all, but provides no navigation information during the trip, such as the time to your destination. The other requires only three keystrokes and provides a full range of navigation data. Try both methods and see which you prefer. When hiking at walking speed, we often just use visual back trailing because it is better at following each little turn on a footpath. At faster speeds, like traveling on the highway or cruising on the water, the Navigate Trail command is handy.

## Visual Back Trailing

1. On the Map Page, zoom (**ZIN** or **ZOUT**) so your trail is visible.

2. Begin moving and watch the Map Page (or Navigation Page, if you prefer). Walk or steer so that your current position arrow traces along the trail you have just made.

## Navigate a Back Trail

1. Press **MENU** | ↓ to **NAVIGATE TRAIL** | **ENT**.

2. Begin moving and let your iFINDER guide you.

## NOTE:

If you are already located at or near the beginning of your back trail, the arrival alarm will go off as soon as you hit Enter. Just press **EXIT** to clear the alarm and proceed.

**Navigate Trail menu.**
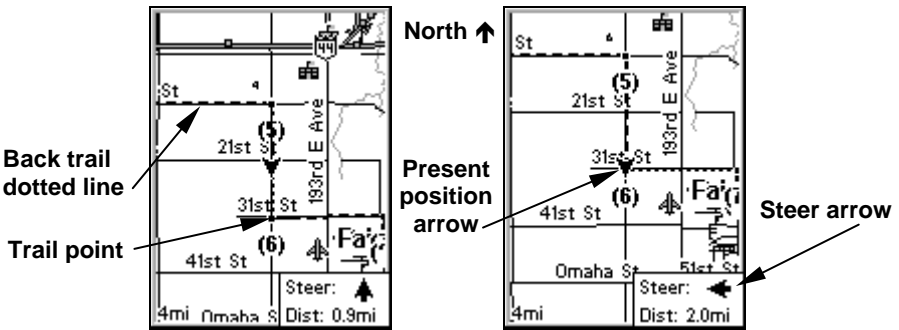
**Navigate trail, map views: Driver is southbound heading straight toward trail point 6 (left); steer arrow says steer straight. Southbound driver (right) has reached point 6 and must turn east to follow trail. Steer arrow swings around to say turn left (east), toward the next trail waypoint (arrival alarm message turned off for clarity.)**
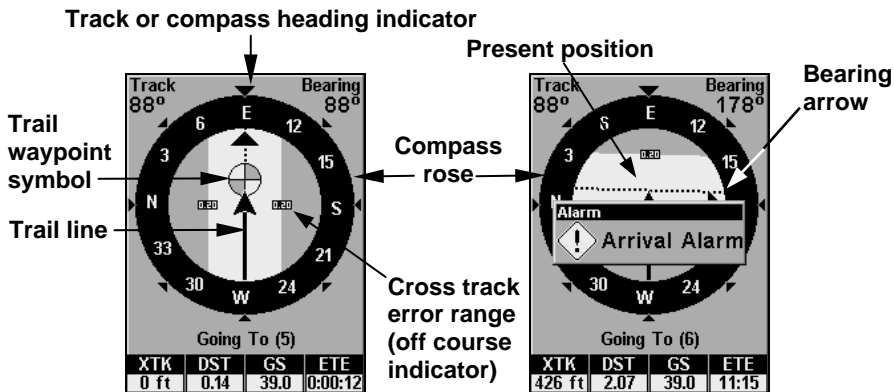
**Navigate trail, navigation page (compass rose) views: Driver is east-bound heading straight toward trail point 5 (left); bearing arrow shows the trail point is due east (straight ahead.) Driver has reached trail point 5 (right) and must turn south to follow the trail. Arrival alarm goes off and bearing arrow swings around to say turn right (south), toward the next waypoint, trail point 6. iFINDER now shows navigation information to point 6, which is 2.07 miles away.**

3. When you reach your destination, be sure to cancel your navigation: press **MENU|↓** to **CANCEL NAVIGATION|ENT**. A message will appear asking if you want to cancel navigation. Select **YES** and press **ENT**.

### Clearing or Erasing a Trail

You can erase the current trail and automatically begin recording a new one by using the Clear Trail command.

### WARNING:

> Clearing a trail will erase the trail from the iFINDER's memory. You will not be able to backtrack to that trail if it is erased. If you need to preserve the trail, switch to Advanced Mode and use the instructions in Sec. 4 for *Creating and Saving a Trail*.

1. Press **MENU|↓** to **CLEAR TRAIL|ENT**. A message appears asking if you want to Clear all trail points. Select **YES** and press **ENT**.

2. Return to the page by pressing **EXIT**.

## Transfer Custom Maps and GPS Data Files

### Custom Maps:

Custom maps work only from the MMC card or SD card. When a card containing a Custom Map File is loaded into the unit, the iFINDER automatically loads the map into memory when the unit is turned on.

Instructions for copying Custom Map Files to an MMC are contained in the instruction manual for your MMC card reader and MapCreate 6 software. For instructions on inserting an MMC into the iFINDER, *see Sec. 2, Installation/Accessories*.

**GPS Data Files:**

GPS Data files contain waypoints, routes, trails and event marker icons. Instructions for copying GPS Data Files between your computer and an MMC are contained in the instruction manual for your MMC card reader and MapCreate 6 software.

GPS data automatically recorded in the unit's internal memory must be saved to the MMC (as a GPS Data File) in order to store it on your personal computer. GPS Data Files stored on an MMC must be copied from the card to the iFINDER's internal memory before the unit can read them. Here's how:

1. Insert the MMC into your unit. Press **MENU|↓** to **TRANSFER MY DATA|ENT** and the screen below appears.



**The Transfer My Data submenu asks if you want to save data to the MMC or load data from the MMC into the iFINDER's memory.**

2. The Transfer My Data menu includes a message which tells you if an MMC is present or not. If no MMC is present, you must first insert a card into the iFINDER in order to activate the Load or Save commands.

   To transfer data *from* **the iFINDER** *to* **the MMC**: press **ENT** (for **SAVE**.)
   To transfer data *from* **the MMC** *to* **the iFINDER**: press → to **LOAD|ENT**.

3. **Saving**: To accept the default name "Data" for the GPS Data File, press ↓ to **SAVE|ENT**. If you wish to rename the file (as in the example below), press **ENT** to activate the selection box.

Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the name is correct. Then, press **ENT**|↓ to **SAVE**|**ENT**.

The unit will display first a progress then a completion message when the data transfer is finished. To return to the Page view, press **EXIT**|**EXIT**.
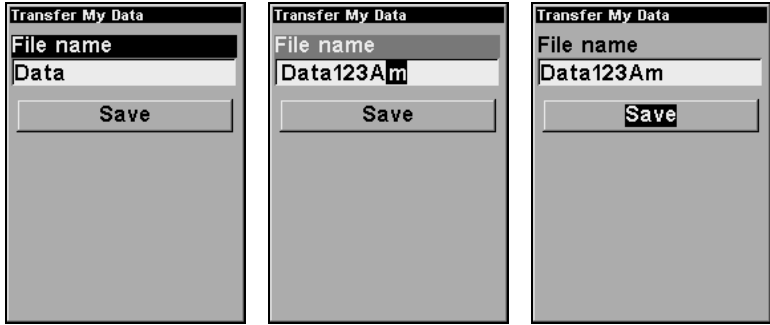
**These figures (from left to right) show the menu sequence for naming and saving a GPS Data File from an MMC into iFINDER's memory.**

4. **Loading**: There may be more than one GPS Data File (*.USR) on the card. To select a file, press **ENT** to activate the selection box, use ↓ or ↑ to highlight the file, then press **ENT** to accept the selection. Next, press ↓ to **LOAD**|**ENT**. The unit will display a completion message when the data transfer is finished. To return to the Page view, press **EXIT**|**EXIT**.
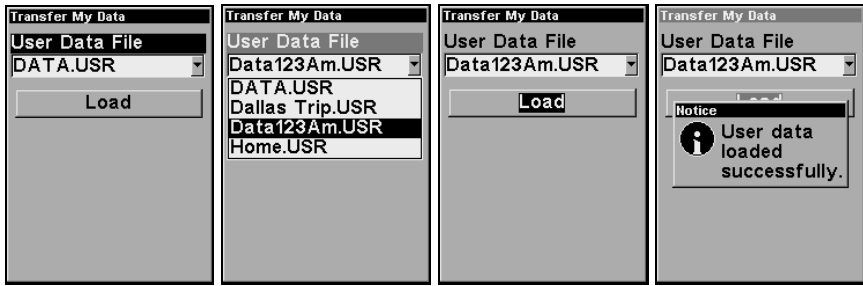
**These figures (from left to right) show the menu sequence for loading a GPS Data File from an MMC into iFINDER's memory.**

## Switch to Advanced Mode

To leave Easy Mode and switch to Advanced Mode:

1. Press **MENU**|↓ to **ADVANCED MODE**|**ENT**.

2. Unit asks Are you sure you want to enter Advanced Mode?

3. Select **YES** and press **ENT** to switch the unit to Advanced Mode.

**Switch Back to Easy Mode from Advanced Mode**

To leave Advanced Mode and switch back to Easy Mode:

1. Press **MENU**|**MENU**|↓ to **EASY MODE**|**ENT**.

2. Unit asks Are you sure you want to turn on Easy Mode?
3. Select **YES** and press **ENT** to switch the unit to Easy Mode.

## Switch to Hunting Mode

There's also a powerful Hunting mode in this unit, but it cannot be activated directly from Easy Mode. To switch to Hunt Mode, you must switch to Advanced Mode. See further instructions in Sec. 4 and Sec. 7.

# Section 4:
# Advanced Mode Operation

## Keypad



**iFINDER HUNTc keypad.**

1. **PWR/LIGHT** (Power & Light) – The PWR key turns the unit on and off and activates the backlight.

2. **PAGES** – Pressing this key switches the unit between the six different page screens in Land Mode. (Satellite, Digital Data, Compass, Music, Navigation and Map.) Each page represents one of the unit's major operation modes.

3. **MENU** – Press this key to show the menus, which allow you to select or adjust a feature from a list.

4. **ARROW KEYS** – These keys are used to navigate through the menus, make menu selections, move the chart cursor and enter data.

5. **ENT/SAVE** (Enter & Save) – This key allows you to save data, accept values or execute menu commands.

6. **EXIT** – The Exit key lets you return to the previous screen, clear data or close a menu.

7. **FIND** – The Find key launches the iFINDER search menus and some navigation functions.

8. **ZOUT** – (Zoom Out) – This key lets you zoom the screen out to see a larger geographic are on the map. Less detail is seen as you zoom out.

9. **ZIN** – (Zoom In) – This key lets you zoom the screen in to see greater detail in a smaller geographic area on the map.

## Power/lights on and off

To turn on the unit, press **PWR**. To turn on the backlight, press **PWR** again. Pressing **PWR** once again will turn off the backlight. (Press **EXIT** to clear any message or alarm displays.)

Turn off the unit by pressing and holding the **PWR** key for 3 seconds.

## Main Menu

Advanced Mode has a single Main Menu, which contains some function commands and some setup option commands. The instructions in this section will deal only with functions — the basic commands that make the iFINDER do something. For these instructions, the iFINDER will work fine right out of the box with the factory default settings. But, if you want to learn about the various options, see *Sec. 5, System Setup and GPS Setup Options*.

1. To get to the main menu from any page press **MENU|MENU**. To clear the menu screen and return to the page display, press **EXIT**.



**Main Menu, Advanced Mode.**

**Screen**: changes contrast or brightness of display screen and backlight delay.

**Sounds**: enables or disables sounds for key strokes and alarms and sets the alarm style.

**Transparency**: adjusts the level of transparency for menus.

**Alarms**: changes alarm thresholds and allows users to turn on or off GPS alarms.

**Route Planning**: allows you to plan, view or navigate routes.

**My Trails** command: used to show, create, edit or delete trails.

**Cancel Navigation**: turns off the navigation command after you have reached the end of a back trail or your destination.

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**Enable Hunting Mode**: changes the unit mode of operation from Land Navigation mode to Hunting mode.

**GPS Setup**: gives access to GPS receiver options, like GPS Simulator, Track Smoothing and GPS Auto Search.

**System Setup**: give access to general configuration options like, Units of Measure, Set Local Time, Reset Options, Popup Help and Transfer My Data.

**Utilities:** allows users to modify settings for Sun/Moon calculator, Trip Calculator, Timers and Alarm Clock.

**Easy Mode**: used to switch from Advanced Mode to Easy Mode. Easy Mode shows only the most commonly used features to simplify the interface and operation.

**Browse MMC Files**: load from or save to an MMC card GPS Data Files containing waypoints, routes, trails and event marker icons.

# Pages

Advanced Mode also referred to as Land Mode, has six Page displays that represent the six major operating modes. They are the Satellite Status Page, Digital Data Page, Compass Page, Navigation Page, Music Mode Page and Map Page. They are accessed by pressing the **PAGES** key. Pressing **PAGES** scrolls through the six screens in an endless loop.

Each Page has a submenu screen associated with it. You access a Page Submenu by pressing the **MENU** key one time while the page is displayed. (Pressing the Menu key twice takes you to the Main Menu.)

### Satellite Status Page

This page provides detailed information on the status of the iFINDER's satellite lock-on and position acquisition. No matter what page you are on, a flashing current position indicator/question mark symbol and flashing GPS data displays indicate satellite lock has been lost and no position is confirmed. This page shows you the quality and accuracy of the current satellite lock-on and position calculation.
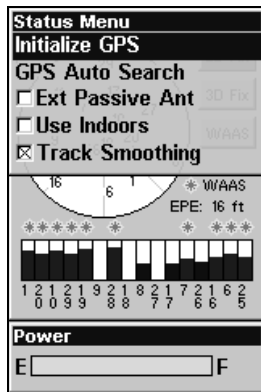
**WARNING:**

Do not begin navigating with this unit until the numbers have stopped flashing!

**NOTE:**

Refer to Sec. 2, *Easy Mode Operation*, for further explanation and more illustrations of the Satellite Page.

1. To get to the Satellite Status Page: press **PAGES** repeatedly until it appears on the screen.

2. To get to Satellite Status Menu: press **MENU**.
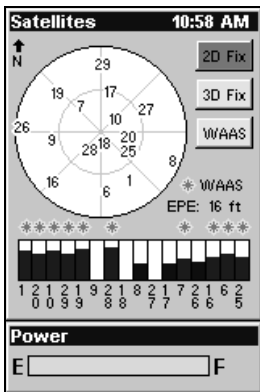
**Satellite Status Page (left) with Satellite Status Menu (right).**

### Status Menu

The Satellite Status Menu allows you to set your own GPS options such as track smoothing and use indoors, which preserves battery life by stopping the GPS engine's search for satellites.

## Digital Data Page

The Digital Data display can show a variety of information, including ground speed, bearing, and current compass heading. Some of the most useful information on this display is the pressure history and weather prediction utility.

When the iFINDER is on, it takes barometric pressure and altitude readings once every hour. By monitoring the trend in these readings, the iFINDER can predict the weather.

The top of the Digital Data display is a bar chart (seen in the following image) representing the pressure history available in the iFINDER.
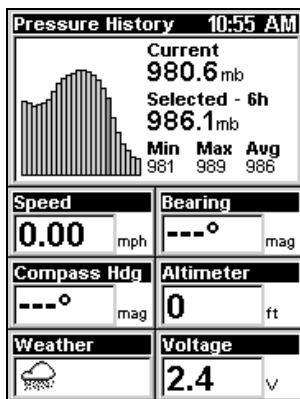


**The Digital Data page with Digital Data menu.**

If you want the iFINDER to record your altitude as well, you must calibrate the altimeter by providing the known altitude at a current location. To do this, from the Digital Data display, press **MENU** then choose **CALIBRATE ALTITUDE**. You can accept the altitude value provided by your GPS position, or manually enter the altitude of your current location. Then select **SAVE CALIBRATION** and press **ENT**. The iFINDER will now track your altitude with its built-in altimeter.

You can use the arrow keys to move back and forth through the available pressure history. Use ← to move back in time, selecting previous readings, or → to move forward in time. The exact value of the selected reading is displayed on screen. You can also use ↑ to switch to altitude values, position values, or ↓ to return to atmospheric pressure values.

**Sleep Mode**

We've designed the iFINDER with a Sleep Mode that allows it to conserve battery life, while occasionally waking up just enough to take pressure readings for the altimeter and weather prediction. This allows the unit to continue to build an accurate history even when you're not actively using it.

There are a couple of ways to enable Sleep Mode. If you're viewing the Digital Data page, press **MENU** and select **ENABLE SLEEP MODE**, then press **ENT**.

If you're viewing one of the other displays, press **MENU|MENU|↓** to **SYSTEM SETUP|ENT|↓** to **ENABLE SLEEP MODE|ENT**. A dialog will ask you to confirm your choice. Choose **YES**, and the iFINDER will appear to turn off.

**NOTE:**

Sleep mode can be activated from any page by holding down the **PAGES** key for 5 seconds.

When the iFINDER is in Sleep Mode, you can return to normal operation by pressing **PWR**. You can also use the Instant-On Compass feature to briefly display the compass reading, without reactivating the entire unit.

**Instant-On Compass**

When the iFINDER is in Sleep Mode, you can still quickly check your compass bearing by pressing and holding the **PAGES** key. This activates the screen and shows the current Compass display, including your current heading and any information you are displaying in the customizable data boxes. As soon as you release the **PAGES** key the iFINDER will return to **SLEEP MODE**.

**Compass Page**

This Page has a compass rose. It shows the direction your are facing and the direction to a selected destination. The navigation screen looks like the one in the following image when you're not navigating to a waypoint or other destination. No graphic course information is displayed. Your facing direction is shown by an arrow on the edge of the compass rose.

You can choose how to display the Compass's orientation. The options are "North Up," "Heading Up," and "Bearing Up."

With North Up, the unit always places North at top of the screen. As you turn and change your facing direction (your heading), the heading indicator arrow will move along the edge of the compass rose.

When using Heading Up, the unit keeps your heading indicator arrow at the top of the screen, so no matter which way you turn, the arrow stays up. The compass rotates under it to show which direction you're facing.

When you're navigating to a waypoint or any other destination, you can turn on Bearing Up, which keeps the direction to your destination at the top of the screen while your heading indicator swings around the compass rose. That way, all you have to do to navigate to your destination is keep turning so that your heading indicator/arrow points closer and closer to the top of the screen.



**Track or compass heading indicator, showing facing direction**
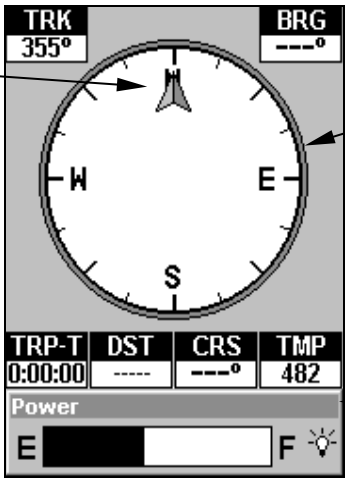
**Compass rose**

**Navigation information data boxes**

**Battery power indicator**

**Compass Page, recording a trail, traveling east. Page looks like this when the iFINDER is not navigating to a waypoint, following a route, or backtracking a trail.**

When navigating to a waypoint or following a route, the Navigation screen looks like the one shown in the following image. Customizable data boxes on this screen can show information such as your ground speed, track, distance and bearing to destination.



**Current track or heading, shown in degrees**

**Compass bearing to destination**

**Track or compass heading indicator, showing facing direction**

**Navigation information data boxes**

**Battery power indicator**
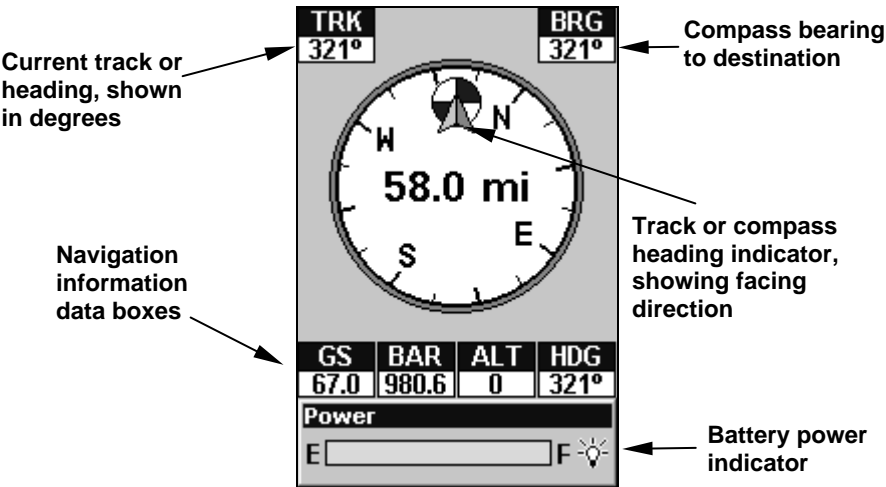
**The compass is in Bearing Up mode. The facing direction is Northwest (a 321º heading) moving toward the waypoint at 321º (bearing). Since we are navigating to a waypoint, the waypoint's icon appears on the edge of the compass rose, indicating the proper direction.**

## Compass Menu

The Compass Menu allows you to set compass orientation, as well as compass calibration (described in Sec. 7).

## Navigation Page

This screen has a compass rose that not only shows your direction of travel, but also the direction to a recalled waypoint. The navigation screen looks like the one below when you're navigating to a waypoint. Your position is shown by an arrow in the center of the screen. Your trail history, or path you've taken, is illustrated by the line extending from the arrow. The large arrow pointing down at the top of the compass rose indicates your current track (direction of travel).

## NOTE:

Refer to Sec. 2, *Easy Mode Operation*, for further explanation and more illustrations of the Navigation Page.

1. To get to Navigation Page, press **PAGE** repeatedly until it appears on screen.

2. To get to Navigation Page Sub Menu, press **MENU**.
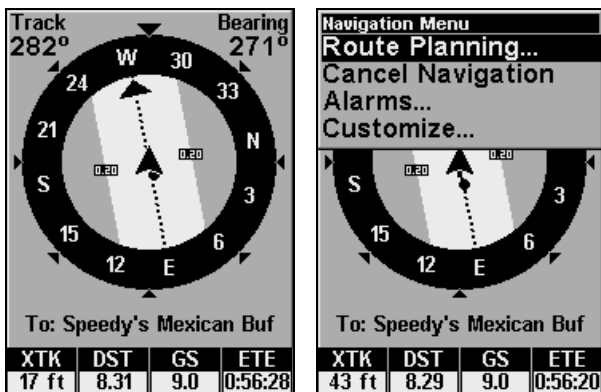
**Navigation Page (left) with Navigation Menu (right).**

## Navigation Menu

The Navigation Menu allows you to cancel navigation, set up alarms, and plan or edit your route.

## Music Mode Page

The Music Mode Page allows you to play both MP3 and Ogg Vorbis music files. It can also recognize m3u-style play list files. The Music page contains a battery power indicator and a volume display for quick reference.

Most of the music player's commands are available at the touch of a single button. The most important tools are the play control buttons: **ENTER** (Play and Pause), **EXIT** (Stop), ← (Previous Song) and → (Next Song)**.** If you hold down the → key you will be able to fast forward through a song.  You can also press the **FIND** button to open the file browser and choose a new song or play list.

**NOTE:**

Refer to Sec. 8, *Music Mode*, for a detailed explanation of how to get the most out of the iFINDER's music playing feature.

1. To get to Music Mode Page, press **PAGE** repeatedly until it appears on screen.

2. To get to Music Mode Page Sub Menu, press **MENU**.
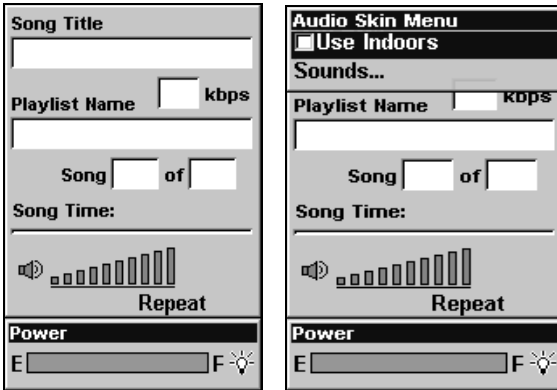
**Music Mode Page (left) with Music Mode menu (right).**

## Map Page

The map screens show your course and track from a bird's-eye view. By default, this unit shows the map with north always at the top of the screen. (This can be changed. See the topic *Map Orientation*, in Sec. 5.) If you're navigating to a waypoint, the map shows your starting location, present position, course line and destination. You, however, don't have to navigate to a waypoint to use the map.

The Zoom In and Zoom Out keys zoom the map to enlarge or reduce its coverage area and the amount of mapping detail shown. There are 40 available map zoom ranges, from 0.02 miles to 4,000 miles.

**NOTE:**

Refer to Sec. 3, *Easy Mode Operation*, for further explanation and more illustrations of the Map Page.

1. To get to Map Page: Map page is the default when the iFINDER is turned on.

To switch from another page to the Map Page, press **PAGES** repeatedly until it appears on the screen.

2. To get to Map Page Menu, press **MENU**.

**NOTE:**

The screen shows an indicator of what the iFINDER's microprocessor is doing, similar to the floppy drive light on a PC. In the lower right corner of the screen, a special icon (MMC symbol) will appear and disappear from time to time. When this icon appears, the iFINDER is reading information from the MMC.

**Map Page (left) with Map Menu (right).**

## Map Menu

The map menu allows you to find distances, change the orientation of your map, view map data and aids users in the execution of other helpful map functions.

# Moving Around the Map: Zoom & Cursor Arrow Keys

The map is presented from a bird's-eye view. The current zoom range shows in the lower left corner of the screen. If the zoom range says 4 mi, the map shows an area 4 miles wide from the left edge of the screen to the right edge of the screen.

1. Press the **ZIN** key (zoom in) to move in closer and see greater detail in a smaller geographic area.

2. Press the **ZOUT** key (zoom out) to move farther away and see less map detail, but a larger geographic area.

You can pan or scroll the map northward, southward, eastward or westward by using the arrow keys, which launches the map's cursor crosshairs. To clear the cursor, press **EXIT**, which returns the map back to the current position or the last known position.

# Find Distance From Current
# Position To Another Location

1. While on the Map page press: **MENU**|↓ to **FIND DISTANCE**|**ENT**.

2. Center your cursor over the position you want to find the distance to. A rubber band line appears, connecting your current position to the cursor's location. The distance along that line will appear in the lower left-hand corner of the screen.

3. Press **EXIT**|**EXIT** to return to regular operation.
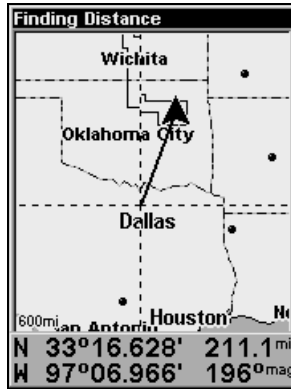
**The distance to Dallas from the starting point is 211.1 miles.**

## Find Distance From Point to Point

You can also measure distance between two other points on the map.

1. While on the Map page press: **MENU**|↓ to **FIND DISTANCE**|**ENT**.

2. Center your cursor over the first position. (A rubber band line appears, connecting your *current* position to the cursor's location.) Press **ENT** to set the first point, and the rubber band line disappears.

3. Move the cursor to the second position. The rubber band line reappears, connecting the first point you set to the cursor. The distance along that line will appear in the lower right-hand corner of the screen.

4. Press **EXIT** to clear the command and return to the page screen.

## Find Your Current Position

Finding your current position is as simple as turning on the iFINDER. Under clear sky conditions, the unit automatically searches for satellites and calculates its position in approximately one minute or less.

**NOTE:**

> Clear sky means an open sky, unobstructed by terrain, dense foliage or structures. Clouds do not restrict GPS signal reception.

If for some reason satellite acquisition takes longer, you may be inside a structure or vehicle or in terrain that is blocking signal reception. To correct this, be sure you are positioned so the unit has as clear a view of the sky as possible, then turn the unit off and back on again.

If you have the cursor activated, any information the unit gives you will be based on the cursor position, not your own. If you want to find where you are, just press **EXIT** until the cursor goes away and the map snaps back on your position.
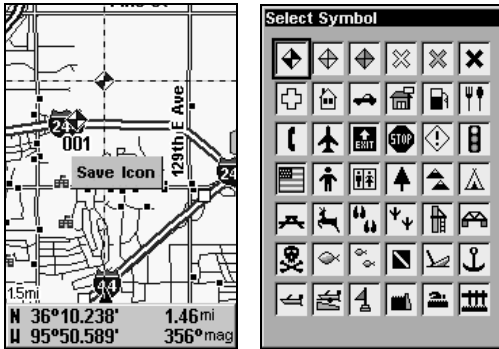
# Icons

Icons are graphic symbols used to mark some location, personal point of interest or event. They can be placed on the map screen, saved and re-called later for navigation purposes. These are sometimes referred to as event marker icons. The iFINDER has 42 different symbols you can pick from when creating an icon.

Icons are similar to waypoints, but they do not store as much informa-tion (like names) as waypoints do. You can't use a menu to navigate to icons as you can with waypoints.( But, you *can* use the map cursor and navigate to any icon on the map.)

You can create an icon at the cursor position on the map, or at your current position while you are navigating.

**Create Icon on Map**

1. Use the arrow keys to move the cursor to the place where you want to make an icon.

2. Press and *hold* **ENT** until the screen shows a Save Icon menu, then *release* the **ENT** key.

3. Press ← or ↑ or → or ↓ to select your icon symbol, then press **ENT**. The icon appears on the map.



**Save icon menu (left) with Select symbol menu (right).**

**Create Icon at Current Position**

1. While you are traveling, press and *hold* **ENT** until the screen shows a Save Icon window, then *release* the **ENT** key.

3. Press ← or ↑ or → or ↓ to select your icon symbol, then press **ENT**. The icon appears on the map.

## Delete an Icon

You must be in Advanced Mode to delete an icon. You can delete all the icons at one time, all icons represented by a particular symbol, or use the cursor to delete a selected icon from the map.

1. Press **MENU**|↓ to **DELETE MY ICONS**|**ENT**.

2. Press ↓ to **DELETE ALL ICONS**, **DELETE BY SYMBOL**, or **DELETE FROM MAP** and press **ENT**.

3. If you choose to **DELETE ALL ICONS**, the following message will appear: **DELETE ALL ICONS?** Press **ENT** to proceed.

4. If you decide to **DELETE BY SYMBOL,** the Select Symbol chart will appear. Select the icon you want to delete and press **ENT**, which will clear that icon off the map.

5. Choosing Delete From Map will launch the following message: Move the cursor over an icon and press the **ENT** key to delete it. To delete an icon, use the ↑ ↓ → ← keys to center the cursor crosshairs over an icon and press **ENT**.



**Delete icons menu.**

## Load GPS Data Files from an MMC

**GPS Data files**, containing waypoints, routes, trails and event marker icons, must be copied from an MMC to the iFINDER's internal memory before the iFINDER can read them. Here's how:

1. Press **MENU**|**MENU**|↓ to **SYSTEM SETUP**|**ENT**|↓ to **TRANSFER MY DATA**|**ENT** and the screen below appears.

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**The Transfer My Data submenu asks if you want to save data to the MMC or load data from the MMC into iFINDER's memory.**

2. The Transfer My Data menu includes a message which tells you if an MMC is present or not. If no MMC is present, you must first insert a card into the iFINDER in order to activate the Load or Save commands.

To load data from the MMC to iFINDER: press → to **LOAD|ENT**.

3. **Loading**: There may be more than one GPS Data File (*.USR) on the card. To select a file, press **ENT** to activate the selection box, use ↓ or ↑ to highlight the file, then press **ENT** to accept the selection. Next, press ↓ to **LOAD|ENT**. The unit will display a completion message when the data transfer is finished. To return to the Page view, press **EXIT|EXIT|EXIT**.

# Navigate

Navigation is one of the most powerful reasons for owning an iFINDER. With the navigation options available you can get accurate information about where you want to go, how to get there, how long it will take and other useful trip information.

## Navigate Back Home

You can navigate to the Home waypoint created in Easy Mode, but you must use Advanced Mode's procedure for navigating to a waypoint. See the entry: *Navigate to a Waypoint* later in this section.

## Navigate Back to Man Overboard Waypoint

This unit has a man overboard feature that shows navigation data to the location where the feature was activated. To activate it, press the **ZOUT** and **ZIN** keys at the same time. Your position at the time these keys are pressed is used as the man-overboard position. The unit automatically begins navigating to the MOB waypoint. For further details, see this subject in Sec. 3, *Easy Mode Operation*.

## Cancel Navigation
**In Advanced Mode**

Press **MENU|MENU|↓** to **CANCEL NAVIGATION|ENT**. A message will appear asking if you want to cancel navigation. Choose **YES** and press **ENT**.

## Navigate a Route

1. From the **NAVIGATION PAGE**, press **MENU|ENT** or from the **MAP PAGE**, press **MENU|MENU|↓** to **ROUTE PLANNING|ENT**.

2. Press ↓ to select *route name*|**ENT|ENT**.

3. Upon arrival at your destination, cancel navigation.

## Navigate to Cursor Position on Map

1. Use arrow keys to center cursor crosshairs over a map object or location.

2. To navigate to the selected location press **MENU|ENT|EXIT**. Follow steering arrow on Map Page or compass bearing arrow on Navigation Page.

## Navigate to an Icon

Use the Navigate to Cursor command above, and use the cursor to select the icon.

## Navigate to Point of Interest (POI)

For POIs that are in view on the map, you can easily use the Navigate to Cursor command above. Just use the cursor to select the POI. The other method involves searching for POIs with the Find command. (see Sec. 6, *Searching*, for detailed instructions on POI searches.)

Whenever you locate a POI, the Point of Interest information screen appears (with phone number, position, etc.) and the **GO TO** command is automatically highlighted in the command box. To navigate to that POI, press **ENT** and the iFINDER begins displaying navigation information to that location.

## Navigate to a Waypoint

You can select any waypoint visible on the Map Page with the cursor, then use the Navigate to Cursor command. You can avoid scrolling the map to pick your waypoint, if you use the Find commands.

1. Press **FIND**, scroll down to **MY WAYPOINTS** and press **ENT**. To look up the nearest waypoint, press **ENT**, or to look by name (and scroll through the entire waypoint list), press ↓ **TO FIND BY NAME|ENT**.

2. If your waypoint list is a long one, you can spell out the waypoint name in the **FIND BY NAME** box. (Press ↑ or ↓ to change the first character, then press → to move the cursor to the next character and repeat until the name is correct, then press **ENT** to jump to the list below.)

3. If the list is short, you can jump directly to the **FIND IN LIST** box by pressing **ENT**. Use ↑ or ↓ to select the waypoint name, press **ENT** and the waypoint information screen appears with the **GO TO** command selected.

4. To begin navigating to the waypoint, press **ENT**.

**Navigate a Trail**

1. Press **MENU|MENU|↓** to **MY TRAILS|ENT** and a screen similar to the one below appears.



**Trails Menu, Advanced Mode.**

2. Use ↓ to ↑ to select a trail to navigate.

3. With the trail name highlighted, press **ENT|↓** to **NAVIGATE|ENT**.

4. Wait while iFINDER creates a route from the trail. When the progress message disappears, the unit displays a trail information screen, with the **NAVIGATE ROUTE** command highlighted in the top command box.

### *Tip: Back Track a Trail*

Running the Navigate command will lead you along the trail from its starting point to its ending point. You can also *back track* a trail, or follow it in *reverse* order (from its ending point to its starting point.) In Easy Mode, this is done automatically with the most recently created active trail. In Advanced Mode, you must first select the Reverse command to reverse the trail point order before you start navigating: press → to **REVERSE ROUTE|ENT|←** to **NAVIGATE**.

5. To follow the trail, press **ENT**. The unit begins showing navigation data along the trail. Follow the steering arrow on the Map Page or the compass bearing arrow on the Navigation Page.

**NOTE:**

If you are at or near the start of the trail, the arrival alarm will go off as soon as navigation begins because of your proximity to the trail's first point. Just press **EXIT** to clear the alarm.

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6. Upon arrival at your destination, cancel navigation:
press **MENU|MENU|↓** to **CANCEL NAVIGATION|ENT.** A message will appear asking if you want to cancel navigation. Choose **YES** and press **ENT**.

# Routes

A route is a series of waypoints, linked together in an ordered sequence that is used to mark a course of travel. You can visualize a route as a string of beads: The beads represent waypoints and the string represents the course of travel connecting waypoint to waypoint.

The course from one waypoint to the next is a leg. Routes are composed of one or more legs. The legs of all GPS routes are based on straight lines between waypoints.

A route provides the automatic capability to navigate through several waypoints without having to reprogram the unit after arriving at each waypoint. Once programmed into the GPS unit, a route gives the option of navigating forward through the route waypoints or in reverse order (you can even begin navigating in the middle of a route!).

## Create and Save a Route

In the iFINDER, routes can be created, edited and navigated only in Advanced Mode. You have the option of creating a route in the unit or on your computer, if you have purchased our MapCreate 6 software.

### PC-created Routes

MapCreate is the easiest method for preparing a route, because your PC's larger screen, keyboard and mouse are easier to manipulate than the pocket-sized iFINDER.

To load a MapCreate route into iFINDER, follow instructions in MapCreate's manual for creating a route and saving it as part of a GPS Data File (file format *.usr). Copy the GPS Data File to an MMC and insert the MMC in the iFINDER. (See Sec. 2 for instructions on installing MMCs. To load the GPS Data File into iFINDER memory, see the entry on *Transferring GPS Data Files between the iFINDER and a Computer* in this section.)

### Routes Created in the iFINDER

You can create a route by selecting existing waypoints from the waypoint list or you can set a series of route waypoints on the map with cursor arrows and the Enter key. In this example, we'll create a route from the map.

1. From the **NAVIGATION PAGE**, press **MENU|ENT** or from the **MAP PAGE**, press **MENU|MENU|↓** to **ROUTE PLANNING|ENT**.

2. Press ↑ to **NEW ROUTE|ENT.** Press ↓ to **(ROUTE END)|ENT|↓** to **ADD FROM MAP|ENT**. The Map Page appears with the cursor showing.

3. Use the Zoom keys and arrow keys to move the map and cursor until the cursor is centered on the spot where you want your route to begin. (If you are starting at your current position or the current cursor position, you are already at the starting spot.)

4. Press **ENT** to set route waypoints. In this example we moved to the intersection of 11th Street and 145th E. Ave. to start our route to a public hunting area next to a river.
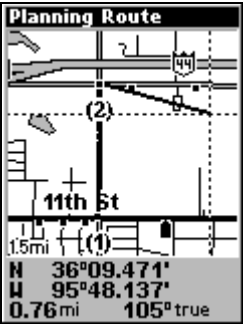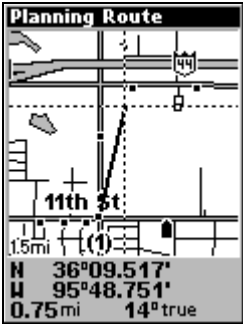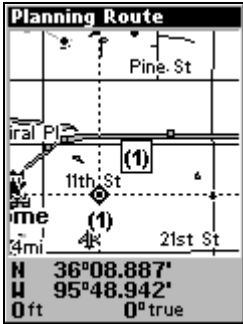


**Route creation sequence (from left): Fig. 1. Set route waypoint (1) at 11th St. & 145th Ave. Fig. 2. Zoom in; move cursor north to set point (2) at 145th & Admiral. Fig. 3. With point (2) set, move cursor east to mark interstate on-ramp with waypoint (3). In figures 2 and 3, notice the rubber band line extending from the previously set waypoint to the cursor. This line will become the course for the route.**
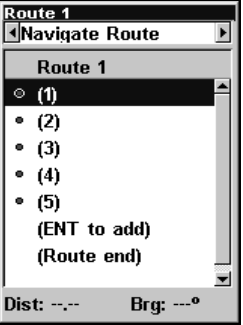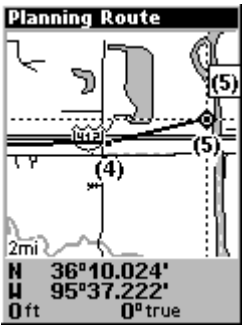


**Route creation sequence, continued: Fig. 4. Point (3) set at on-ramp turn. Fig. 5. Waypoint (4) set at highway exit to frontage road leading to river. Waypoint (5) ends the route at a tree stand in the hunting area. Fig. 6. Press EXIT to save the route and you return to this screen.**

5. Move the cursor to the next point in the route, a spot where you need to turn or change direction, and press **ENT** to set the next waypoint.

6. Repeat step five until the route reaches your destination.

7. To save your route, press **EXIT**. The iFINDER reverts to the Route screen, where the route has automatically been named Route 1 and stored in the iFINDER's internal memory.
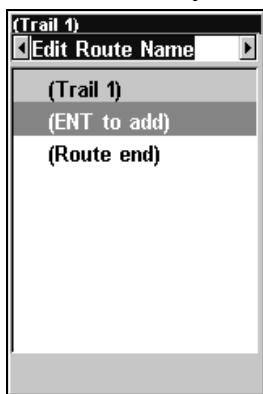


**Edit Route Name highlighted in the top command box.**

8. You can edit the name if you wish. Press ↑ to select the screen's top command box, then press → to **EDIT ROUTE NAME|ENT**. Press ↑ or ↓ to change the first character, then press → to move the cursor to the next character and repeat until the name is correct, then press **ENT**.

9. You also can execute other route commands, such as **NAVIGATE ROUTE**. With the command box active, press → to highlight a different command, then press **ENT**.

10. If you are finished with the route for now, you can return to the last page displayed by pressing **EXIT** repeatedly.

**Delete a Route**

1. From the **NAVIGATION PAGE**, press **MENU|ENT** or from the **MAP PAGE** press **MENU|MENU|↓** to **ROUTE PLANNING|ENT**.

2. Press ↓ to the route list and use ↓ or ↑ to select a *route name*|**ENT**.

3. Press ←→ to **DELETE ROUTE|ENT.** A message will appear asking if you want to delete the route. Select **YES** and press **ENT**.

## Save GPS Data Files to an MMC

1. Press **MENU|MENU|↓** to **SYSTEM SETUP|ENT|↓** to **TRANSFER MY DATA|ENT**.

2. The Transfer My Data menu includes a message which tells you if an MMC is present. If no MMC is present, you must first insert a card into iFINDER in order to activate the Save command.

3. To save data *from* iFINDER *to* the MMC: press **ENT** (for **SAVE**).

4. To accept the default name "Data" for the GPS Data File, press ↓ to **SAVE|ENT**. (If you wish to rename the file, press **ENT** to activate the selection box. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the name is correct. Then, press **ENT|↓** to **SAVE|ENT**.)

The unit will display a progress message, followed by a completion message when the data transfer is finished. To return to the Page view, press **EXIT** repeatedly.

## Searching

In this example, we'll look for the *nearest* hotel or motel. For more information on different types of searches, refer to *Sec. 6, Searching*.

After the iFINDER has acquired a position:

1. Press **FIND|↓** to **MAP PLACES|ENT|↓** to **POI-LODGING**.

2. You could search the entire lodging category, but in this example we will narrow our search. Press → to **HOTELS/MOTELS|ENT|ENT**.

3. The iFINDER says it is calculating, then a list of hotels and motels appears, with the nearest location at the top of the list and the location farthest from you at the bottom of the list. The nearest is highlighted.
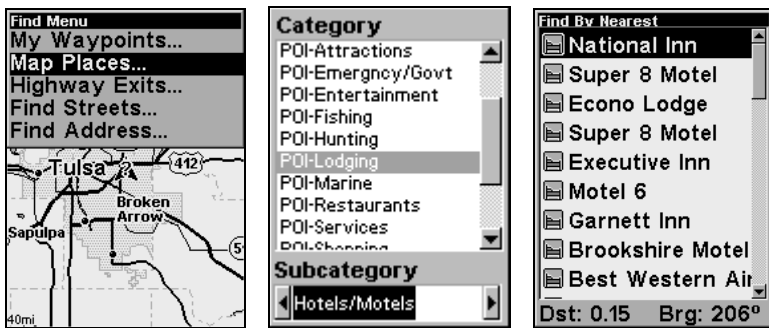


**Find Map Places Menu (left), Category Selection menu (center), and
list of the nearest motels (right).**

4. If you wish, you could scroll ↑ or ↓ here to select another motel or hotel, but for now we will just accept the nearest one. Press **ENT**.

5. The POI information screen appears. (This is what makes the iFINDER handy as a business phone directory!) If you wanted to navigate there, you could press Enter, since the **GO TO** command is highlighted. But we just want to see it on the map, so press → to **FIND ON MAP|ENT**.
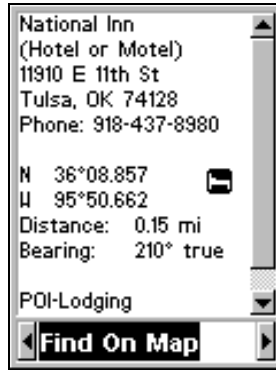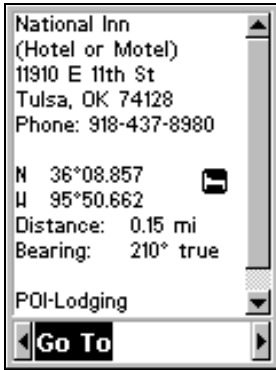
**POI information screen on fast food restaurant nearest this position. Screen shows name, street address, phone number, latitude/longitude, distance to the restaurant and its compass bearing. The Go To command highlighted (left); Find On Map command selected (right).**

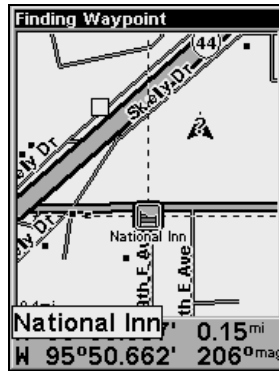6. The iFINDER's map appears, with the cursor crosshairs highlighting the restaurant's POI symbol. A pop-up name box identifies the POI. A data box at the bottom of the screen continues to display the location's latitude and longitude, distance and bearing.



**Map screen showing the result of a lodging search.**

7. To clear the search and return to the last page displayed, press **EXIT** repeatedly. (Before you completely exited out of the Search menus, you could have gone looking for another place.)

## Switch to Easy Mode

To leave Advanced Mode and switch to Easy Mode:

1. Press **MENU|MENU|↓** to **EASY MODE|ENT**.

2. A message will appear asking if you are sure you want to turn on Easy Mode.

3. Select **YES** and press **ENT**.

# Switch Back to Advanced Mode from Easy Mode

To leave Easy Mode and switch back to Advanced Mode:

1. Press **MENU** | ↓ to **ADVANCED MODE** | **ENT**.

2. A message will appear asking if you are sure you want to enter advanced mode.

3. Choose **YES** and press **ENT**.

# Switch to Hunting Mode

To leave Advanced Mode and switch to Hunting Mode:

1. Press **MENU** | **MENU** | ↓ to **ENABLE HUNTING MODE** | **ENT**.

2. A message will appear asking if you are sure you want to turn on hunting mode.

3. Select **YES** and press **ENT**.

# Switch Back to Advanced Mode from Hunting Mode

To leave Hunting Mode and switch back to Advanced Mode:

1. Press **MENU** | ↓ to **DISABLE HUNTING MODE** | **ENT**.

2. A message will appear asking if you are sure you want to turn on land navigation mode.

3. Choose **YES** and press **ENT**.

# Trails

A trail, or plot trail, is a string of position points plotted by the iFINDER as you travel. It's a travel history, a record of the path you have taken. Trails are useful for repeating a journey along the same track. They are particularly handy when you are trying to retrace your trip and go back the way you came.

Easy Mode only allows you to work with one trail. Advanced Mode lets you save up to 10 trails in the iFINDER's memory. Since you can copy these trails to MMCs in the form of GPS Data Files (*.usr format), the only true limit on the number of trails you can record is the number of MMCs you can carry in your pocket.

(For various trail options, see the *Trail Options* entry in Sec. 5.)

### Create and Save a Trail

The iFINDER is set at the factory to automatically create and record a trail while the unit is turned on. It will continue recording the trail until the length reaches the maximum trail point setting (default is 2,000, but the unit can record trails 9,999 points long). When the point limit is reached, the iFINDER begins recording the trail over itself.

To preserve a trail from point A to point B, you must turn off the trail by making it inactive before heading to point C or even back to point A. When a trail is set to inactive, the iFINDER automatically creates and begins recording a new trail.

## Clear a Trail

This is the command Easy Mode uses to erase an active trail and immediately begin recording a new one. It's only available in Easy Mode.

1. Press **MENU|↓** to **CLEAR TRAIL|ENT.** A message will appear asking you if you want to clear all trail points. Select **YES** and press **ENT**.

## Delete a Trail

This is the command Advanced Mode uses to erase or delete a trail: Press **MENU|MENU|↓** to **MY TRAILS|ENT|↓** to *trail name*|**ENT|↓** to **DELETE TRAIL|ENT**. A message will appear asking if you want to Delete this trail? Select **YES** and press **ENT**.

## Edit a Trail Name

To edit a trail name, press **MENU|MENU|↓** to **MY TRAILS|ENT|↓** to *trail name*|**ENT|ENT**. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the name is correct. Press **EXIT** repeatedly to return to the previous page display.

## Edit a Trail Color

To edit a trail color, press **MENU|MENU|↓** to **MY TRAILS|ENT|↓** to *trail name*|**ENT**. Press ↓ **COLOR** and press **ENT**. Use the ↑ ↓ keys to select the desired color and press **ENT**. Press **EXIT** repeatedly to return to the main page display.
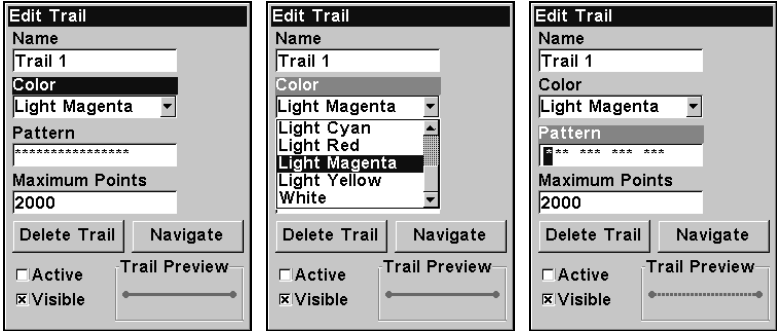


**Color highlighted on the Edit Trail menu (left); Scrolling through color options (center); Customizing the trail pattern (right).**

## Edit a Trail Pattern

To edit a trail name, press **MENU|MENU|↓** to **MY TRAILS|ENT|↓** to *trail name*|**ENT**. Press ↓ to **PATTERN** and press **ENT**. By default, the pattern

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will consist of a series of asterisks. To erase or add an asterisk in the series, use the ↑↓ keys. To move on to the next asterisk in the series, press the → key. When you are satisfied with the new pattern, press **ENT**. Press **EXIT** repeatedly to return to the previous page display.

# Transfer Custom Maps and GPS Data Files

## Custom Maps:

Custom maps work only from the MMC card or SD card. When a card containing a Custom Map File is loaded into the unit, it automatically loads the map into memory when the unit is turned on.

Instructions for copying Custom Map Files to an MMC are contained in the instruction manual for your MMC card reader and MapCreate 6 software. For instructions on inserting an MMC into the iFINDER, *see Sec. 2, Installation/Accessories*.

## GPS Data files:

GPS Data Files contain waypoints, routes, trails and event marker icons. Instructions for copying GPS Data Files between your computer and an MMC are contained in the instruction manual for your MMC card reader and MapCreate 6 software.

GPS data automatically recorded in the unit's internal memory must be saved to the MMC (as a GPS Data File) in order to store it on your personal computer. GPS Data Files stored on an MMC must be copied from the card to the iFINDER's internal memory before the unit can read them. Here's how:


1. Insert the MMC into your unit. Press **MENU|MENU|↓** to **SYSTEM SETUP|ENT|↓** to **TRANSFER MY DATA|ENT**.

2. The Transfer My Data menu includes a message which tells you if an MMC is present or not. If no MMC is present, you must first insert a card into the iFINDER in order to activate the Load or Save commands.

   To transfer data *from* **the iFINDER** *to* **the MMC**: press **ENT** (for **SAVE**.)

   To transfer data *from* **the MMC** *to* **the iFINDER**: press → to **LOAD|ENT**.

3. **Saving to MMC**: To accept the default name "Data" for the GPS Data File, press ↓ to **SAVE DATA|ENT**. If you wish to rename the file, press **ENT** to activate the selection box. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the name is correct. Then, press **ENT|↓** to **SAVE DATA|ENT**.

The unit will display first a progress then a completion message when the data transfer is finished. To return to the Page view, repeatedly press **EXIT**.

4. **Loading to unit memory**: There may be more than one GPS Data File (\*.USR) on the card. To select a file, press **ENT** to activate the selection box, use ↓ or ↑ to highlight the file, then press **ENT** to accept the selection. Next, press ↓ to **LOAD** | **ENT**. The unit will display a completion message when the data transfer is finished. To return to the Page view, press **EXIT** | **EXIT** | **EXIT** | **EXIT**.

## Utilities

Utilities are useful tools for traveling or for outdoor activities.

### Alarm Clock

To get to the alarm clock menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | ↓ to **ALARM CLOCK** | **ENT**.

### Sun/Moon Rise & Set Calculator

To get to the Sun/Moon menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | **ENT**.

### Trip Calculator

To get to the Calculator menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | ↓ to **TRIP CALCULATOR** | **ENT**.

### Trip Down Timer

To get to the Down Timer menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | ↓ to **DOWN TIMER** | **ENT**.

### Trip Up Timer

To get to the Up Timer menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | ↓ to **UP TIMER** | **ENT**.

## Weather Prediction (barometer)

Hunters and other people active in the outdoors should always be weather-aware. Weather affects the movement and behavior of game and fish. It makes our outdoor adventures pleasant or miserable. And, weather can even injure or kill us if we're unprepared.

No weather forecast is perfect, but public and private weather reporting services have reduced the guesswork when preparing for outdoor activities. There are times, however, when conventional weather reports are unavailable or not completely accurate for the current conditions at *your* specific location. This is especially true in remote areas, far from news or government weather broadcasts.

When you can't get a professional forecast, you need to watch the sky and interpret the signs based on your woodsman or mariner skills. The

recording barometer in your GPS unit can sharpen your weather skills by tracking changes in barometric pressure at your location. It will tell you if local atmospheric pressure is steady, rising or falling — and how fast. Knowing this *pressure history* — and how to interpret it — will make you a better forecaster and a better hunter. Here's how it works:
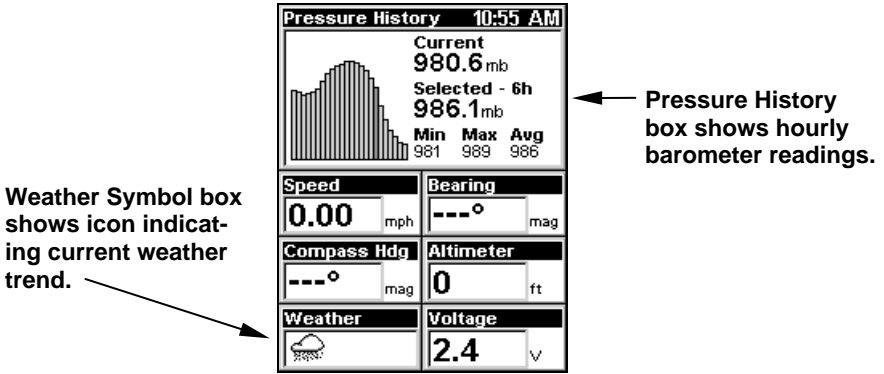
A barometer measures air pressure in the atmosphere. Most U.S. weather reports list barometric pressure in inches, which is based on the height of a column of mercury in a commercial barometer. Changing air pressure changes the height of the mercury.

Your HUNTc has a digital barometer that records air pressure in millibars. Bar is the metric pressure equivalent of pounds per square inch, and a millibar is 1/1000 of one bar. For example, a barometric reading of 29.82 inches is equal to 1,009.1 mb. The unit of measure isn't particularly important here…the critical factor is determining the trend, whether the air pressure is steady, rising or falling over time.

A larger number means higher pressure; a lower number means lower pressure. When barometric pressure is higher than average, good weather is expected. Low pressure indicates clouds and precipitation. *The relative change in pressure over time is an indication of a future change in weather.* This is feasible because a change in air pressure always occurs ahead of a change in weather conditions. (The air pressure changes as a weather front moves through the area.) The pressure change during an interval of about two to three hours is the best indicator for a weather forecast.

**Interpreting Weather Information**
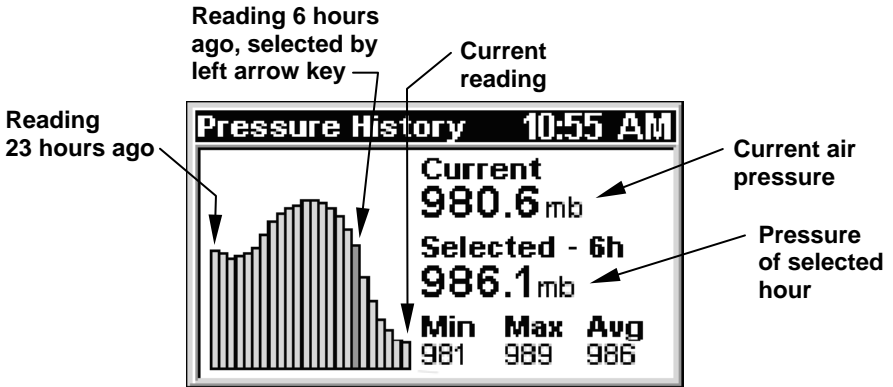The iFINDER HUNT's Weather Prediction utility is found in two data boxes on the Digital Data page. (This page is only available in Advanced Mode.) The Pressure History box at the top has a bar chart. Each bar represents a past hourly pressure reading (up to 23 hours old), plus the current reading. The Weather Symbol box at lower left reflects the current trend shown in the Pressure History bar chart.

**Pressure History box shows hourly barometer readings.**

**Weather Symbol box shows icon indicating current weather trend.**

**Digital Data page with barometric Pressure History box at the top and Weather Symbol box at lower left.**

When the iFINDER is first turned on and determines its position and the local time, it takes a barometric pressure reading. As long as the unit is on or in Sleep Mode, it records a pressure reading every hour.

Each reading is shown as a vertical bar in the Pressure History box. The bar at far right is always the current pressure; the oldest reading is at the left side of the chart. You can press the ← and → keys to scroll through these readings. (You can also use ↑ to switch to altitude values, or the GPS Position display, or ↓ to return to atmospheric pressure values.)



**Reading 6 hours ago, selected by left arrow key**

**Current reading**

**Reading 23 hours ago**

**Current air pressure**

**Pressure of selected hour**

**Pressure History box, where the unit has been recording in Sleep Mode for several hours. Air pressure peaked 11 hours ago, and has been steadily dropping for the last 10 hours. The prediction is rain. The unit has recorded 23 hourly readings, with the minimum pressure at 981 millibars, the maximum at 989 mb and the average at 986 mb.**

When the unit is first turned on, the Weather Symbol box is blank because there is no history — no trend has been established. When three hourly readings are recorded, the HUNTc interprets the data and dis-

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plays one of five weather symbols in the Weather Symbol box. This symbol reflects the *current trend* shown in the Pressure History bar chart. By monitoring the trend (steady, rising or falling), the iFINDER can predict how the weather will likely behave.



**Weather Symbol box, showing Rain symbol.**

The following weather symbols are based only on the last 3 hours of data:

**Sun symbol:** indicates an unstable higH pressure trend. Barometer is typically rising very quickly. Predicts a rapidly increasing chance of clear or clearing skies.

**Partly Cloudy symbol:** indicates a stable high pressure trend. Barometer is typically rising. Predicts an increasing chance of partly cloudy to clearing skies.

**Cloudy symbol:** indicates a stable mid-range pressure trend. Barometer is typically steady. Predicts a stable weather pattern, *which could be either overcast or sunny*.

You should expect no immediate, significant change in the current conditions. Whatever it is, the present weather should continue until you see the symbol change.

**Rain symbol:** indicates a stable low pressure trend. Barometer is typically falling. Predicts an increasing chance of some rain or other precipitation from an approaching low pressure weather front.

**Storm symbol:** indicates an unstable low pressure trend. Barometer is typically falling very quickly. Predicts a rapidly increasing chance of an approaching thunderstorm or a snowstorm if temperatures are freezing.

Whenever the Weather Symbol box switches to the Storm symbol, the unit will display a "Weather Storm Watch" alarm message. The message will remain until you clear it by pressing the **ESC** key.

**NOTE:**

If the unit fails to add a new reading in the last three hours, it will delete all the old history and start over again. This usually occurs when the unit is turned on after being completely turned off for more than three hours.

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**Sleep Mode**

Of course, when the iFINDER has more information to work with, it can provide better predictions. In order to help with this, we've designed the iFINDER with a Sleep Mode that allows it to conserve battery life, while occasionally waking up just enough to take a pressure reading. This allows the unit to continue to build an accurate pressure history even when you're not actively using it.

*Caution:*

> *If you want to record pressure history for weather prediction, you must first acquire a 3D position fix **before** putting the unit into Sleep Mode. Once it has a fix and an accurate local time reading, the unit will continue recording correctly timed pressure readings even if the unit loses its position.*

There are three ways to enable Sleep Mode:

1. If you're viewing the Digital Data page, press **MENU** and select **ENABLE SLEEP MODE**, then press **ENT**. A dialog will ask you to confirm your choice. Choose **YES**, and the iFINDER will appear to turn off.

2. If you're viewing one of the other displays, press **MENU|MENU|↓** to **SYSTEM SETUP|ENT|↓** to **ENABLE SLEEP MODE|ENT**. You will be asked to confirm your choice. Choose **YES**, and the iFINDER will appear to turn off.

3. Sleep mode can also be activated from any page by holding down the **PAGES** key for 5 seconds.

When the iFINDER is in Sleep Mode, you can return to normal operation by pressing **PWR**.

# Waypoints

A waypoint is an electronic address, based on the latitude and longitude of a position on the earth. A waypoint represents a location, spot, or destination that can be stored in memory, then recalled and used later for navigational purposes. You can create a waypoint at the cursor position on the map or at your current position while navigating.

**Create a Waypoint**

These techniques use the Quick Save method, the fastest and easiest way to create a waypoint.

**Create Waypoint on Map**

1. Use the arrow keys to move the cursor to the place where you want to make a waypoint.

2. Press **ENT|ENT**. The waypoint is saved and automatically given a name with a sequential number, such as "waypoint 001." The waypoint symbol and number appear on the map.

**Create Waypoint at Current Position**

1. While you are traveling, press **ENT|ENT**. The waypoint is saved and automatically given a name with a sequential number, such as "waypoint 002." The waypoint symbol and number appear on the map.

**Create a Man Overboard Waypoint**

This unit has a man overboard feature that shows navigational data to the location where the feature was activated. To activate it, press the **ZOUT** and **ZIN** keys at the same time. Your position at the time these keys are pressed is used as the man overboard position. The unit automatically begins navigating to the MOB waypoint. For further details, see this subject in the Easy Mode Operation section.

**Create a Waypoint by Average Position**

This feature sets a waypoint at the current position after taking several position readings and averaging them. This boosts waypoint position accuracy by helping to eliminate errors caused by atmospheric conditions and other factors.

1. Press **ENT|↓** to **AVERAGE POSITION|ENT** (cursor jumps to highlight **CREATE**)|**ENT**.

2. Wait while the unit takes points to average for the position. (The greater the number of points, the greater the accuracy.)

When the desired number of points accumulates, press **ENT** to create and save the waypoint.

3. The Edit Waypoint menu appears. You can save the waypoint by pressing **EXIT|EXIT** or you can edit the waypoint.

**Create a Waypoint by Projecting a Position**

This feature sets a waypoint at a point located a specific distance and bearing from a reference position. The reference position can be selected from your waypoint list, a map feature or from the Points of Interest list.

1. Press **ENT|↓** to **PROJECTED POSITION|ENT** (cursor jumps to highlight **CREATE**)|**ENT**.

2. Press **↓** to **SET REFERENCE|ENT**. Use **↑** and **↓** to select a waypoint, map place or Highway Exit. When the point has been selected, press **ENT** and the point's position appears as the reference position.

3. Press **↑** to **DISTANCE|ENT**. Press **↑** or **↓** to change the first character, then press **→** to the next character and repeat until the distance is correct. Press **ENT**.

4. Press **↑** to **BEARING|ENT**. Press **↑** or **↓** to change the first character, then press **→** to the next character and repeat until the bearing is correct. Press **ENT**.

5. Press ↓ to **PROJECT|ENT**. The Edit Waypoint menu appears. You can save the new projected waypoint by pressing **EXIT|EXIT** or you can edit the waypoint. (Press **ENT** if you want to immediately begin navigating to the new waypoint.)

### Select a Waypoint

To select a waypoint on the map (for navigation, editing, etc.) use the arrow keys, centering the cursor over the waypoint. A red halo will appear around the waypoint.

### Delete a Waypoint

To delete a waypoint: press **FIND|↓|MY WAYPOINTS|ENT**. Select **FIND BY NAME** and press **ENT|ENT**. Scroll down to *waypoint name*, press **ENT|→** to **DELETE|ENT.** The following message will appear: Delete this waypoint? Select **YES** and press **ENT**. To return to the previous page, press **EXIT** repeatedly.

### Edit a Waypoint
#### Waypoint Name

To edit waypoint name: press **FIND|↓|MY WAYPOINTS|ENT|**. Choose **FIND BY NAME** and press **ENT|ENT**. Scroll down to *waypoint name* and press **ENT|→** to **EDIT NAME|ENT**.

Use the ↓ ↑, ← → keys to change the waypoint name, then press **ENT**. To return to the previous page, press **EXIT** repeatedly.

#### Waypoint Symbol

To edit waypoint symbol: 1. Press **FIND|↓|MY WAYPOINTS|ENT|**. Choose **FIND BY NAME** and press **ENT|ENT**. Scroll down to *waypoint name* and press **ENT|→** to **EDIT SYMBOL|ENT**. 2. Use arrow keys to select the desired symbol and press **ENT**. To return to the previous page, press **EXIT** repeatedly.

#### Waypoint Position

To edit waypoint position: 1. Press **FIND|↓|MY WAYPOINTS|ENT|**. Choose **FIND BY NAME** and press **ENT|ENT**. Scroll down to *waypoint name* and press **ENT|→** to **EDIT POSITION|ENT**.

2. Latitude: press **ENT**, then press ↑ or ↓ to change the first character, then press → to the next character and repeat until the latitude is correct. Press **EXIT**.

3. Longitude: press ↓|**ENT**, then press ↑ or ↓ to change the first character, then press → to the next character and repeat until the latitude is correct. Press **EXIT**.
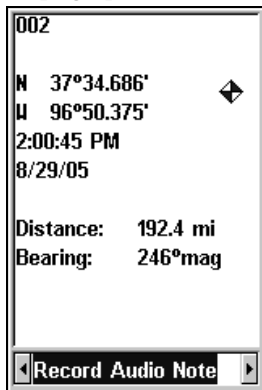
4. When latitude and longitude are correct, return to the previous page by presssing **EXIT** repeatedly.

**Waypoint Altitude**

To edit waypoint altitude: 1. Press **FIND**|↓|**MY WAYPOINTS**|**ENT**|. Choose **FIND BY NAME** and press **ENT**|**ENT**. Scroll down to *waypoint name* and press **ENT**|→ to **EDIT ALTITUDE**|**ENT**.

2. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the altitude is correct, then press **ENT**|**EXIT**.

3. To return to the previous page press **EXIT** repeatedly.

```
┌─────────────────────────┐
│ 002                     │
│                         │
│ N   37°34.686'      ◆   │
│ W   96°50.375'          │
│ 2:00:45 PM              │
│ 8/29/05                 │
│                         │
│ Distance:    192.4 mi   │
│ Bearing:     246°mag    │
│                         │
│                         │
│ ◄ Record Audio Note  ►  │
└─────────────────────────┘
```

**Record Audio note selected from a waypoint information window.**

**Waypoint Audio Note**

Audio notes are most helpful when you only have time to quick save a waypoint and move on. After saving the waypoint, you can record an audio note, giving specific information related to the waypoint that would have otherwise, been undocumented.

To record an audio note: 1. Press **FIND**|↓|**MY WAYPOINTS**|**ENT**|. Choose **FIND BY NAME** and press **ENT**|**ENT**. Scroll down to *waypoint name* and press **ENT**|→ to **RECORD AUDIO NOTE**|**ENT**.

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# Section 5:
# System & GPS Setup Options

## Alarms

This unit has several GPS alarms. The factory default setting has all the alarms turned on. You can turn the alarms off and on and change their distance settings.

You can set an arrival alarm to flash a warning message and sound a tone when you cross a preset distance from a waypoint. For example, if you have the arrival alarm set to 0.1 mile, then the alarm will flash a message when you come within 0.1 mile of the recalled waypoint.

The off course alarm warns you when your track drifts too far to the right or left of the course line to the waypoint. For example, if the alarm is set to 0.1 mile, then the alarm flashes a message if you drift 0.1 mile or more to the right or left of the line to the waypoint.

The anchor alarm is triggered when you drift outside of a preset radius. Again, using the 0.1 mile as an example, if you're anchored and your boat moves more than 0.1 mile, the alarm will flash a message and sound a tone.

You can only adjust alarm distance settings or turn alarms off or on in Advanced Mode. (Switch from Easy to Advanced: **MENU**|↓ to **ADVANCED MODE**|**ENT.** A message will pop up asking if you're sure you want to enter Advanced Mode. Press ←|**ENT**.
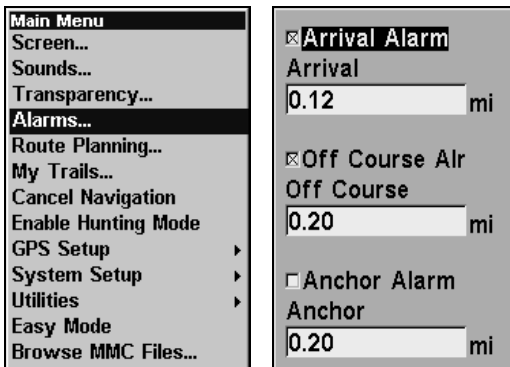


**Alarms command (left); Alarm menu (right).**

To change alarm settings:

1. Press **MENU**|**MENU**|↓ to **ALARMS**|**ENT**.

2. Scroll ↓ or ↑ to select the desired category, then press **ENT** to check or uncheck the enabled box. This turns the alarm on (checked) or off (unchecked).

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3. To change distance settings, scroll ↑ or ↓ to select the desired category, then press **ENT** to activate the distance dialog box. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the distance is correct.

4. When your adjustments are finished, return to the last page displayed by repeatedly pressing **EXIT**.

**IMPORTANT ALARM NOTES:**

> Anchor Alarm: The anchor alarm may be triggered even when you're sitting still. This typically happens when using small (less than 0.05 mile) anchor alarm range.

> Arrival Alarm: If you set the arrival alarm's distance to a small number and you run a route (see the Navigate Routes segment), this unit may not show navigation data to the next waypoint once you arrive at the first waypoint, since you may not be able to come close enough to the first waypoint to trip the arrival alarm.
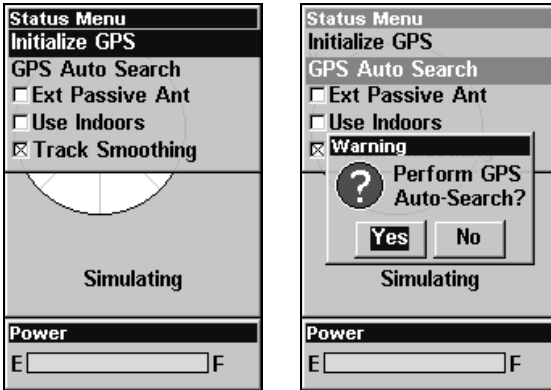
# Auto Satellite Search

To lock onto the satellites, the GPS receiver needs to know its current position, UTC time and date. (Altitude is also used in the equation, but it's rarely required to determine a position.) It needs this data so that it can calculate which satellites should be in view. It then searches for only those satellites.

When your GPS receiver is turned on for the first time, it doesn't know what your position or elevation (altitude) is. The unit begins searching for the satellites using data that it acquired the last time it was turned on. This was probably at the factory. Since it's almost certain that you're not at our factory, it's probably looking for the wrong satellites.

If it doesn't find the satellites it's looking for after a short time, it switches to Auto Search. The receiver looks for any satellite in the sky. Due to advanced technology, the auto search time has shrunk significantly from the early days of GPS.

Once the unit locks onto the satellites, it should take less than a minute to find your position the next time it's turned on, provided you haven't moved more than approximately 100 miles from the last location it was used.

**Satellite Status Menu.**

You can force the unit to immediately kick into auto search mode. Here's how:

1. While in Advanced Mode press **PAGES** until you are on the Satellites Page.

2. Press **MENU|↓** to **GPS AUTO SEARCH|ENT**. The following message will appear: Perform GPS Auto Search?  Press ← to **YES|ENT**.

## Check MMC Files and Storage Space

To check MMC Files:

1. In Advanced Mode, press **MENU|MENU|↓** to **MMC FILES|ENT**.
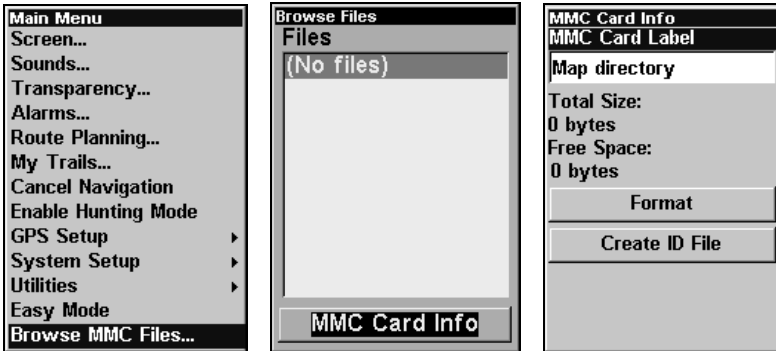


**Main Menu (left), MMC File Browser (center & right).**

## Com Port Configuration

The iFINDER has one NMEA 0183 version 2.0 compatible communication port (com port). The Com Port Menu, which in Advanced Mode is accessed from the System Setup Menu, allows you to configure the communications port to send data to another electronic device, such as an autopilot.
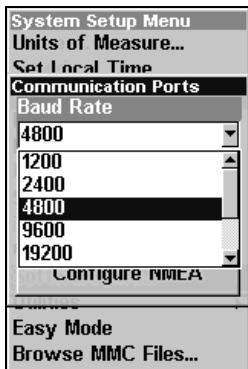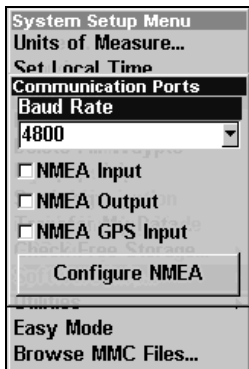
**Menus for changing Com Port settings.**

For connectors and wiring information for another device, consult the factory. Phone numbers are in the back of this manual.

**To set Com Port Configuration:**

1. Press **MENU|MENU|↓** to **SYSTEM SETUP|ENT**.

2. Press **↓** to **COM PORT|ENT**.

## Configure NMEA

You can configure the unit to use specific NMEA sentences.

1. Press **MENU|MENU|↓** to **SYSTEM SETUP|ENT**.

2. Press **↓** to **COM PORT|ENT|↓** to **CONFIGURE NMEA|ENT**.

3. A menu appears showing the prefixes of the available NMEA sentences. A check mark next to a prefix means the prefix is in use. Use ↑ ↓ → ← to select a prefix, then press **ENT** to turn off the prefix. (Press **ENT** again to check the box and turn on a prefix.)
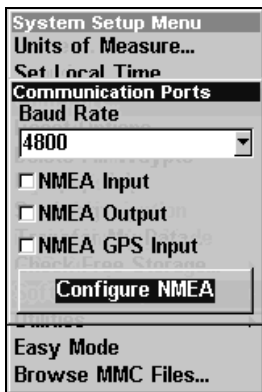


**Configure NMEA menus (left); All GPS prefixes are turned on (right).**

**NOTE:**

> The names of the NMEA sentences are abbreviated in this menu. These are the functions of the various selectable prefixes:

> • GLL transmits latitude and longitude of present position, time of position fix, and status.

> • RMC and RMB transmit navigation information messages.

> • APB transmits autopilot information.

> • GGA transmits time, position and fix related data.

> • GSA and GSV transmit fix mode, DOP values and satellites in view information.

4. When the desired prefixes are checked or unchecked, press **EXIT** repeatedly to return to the previous page.

## Use WAAS/EGNOS

The iFINDER HUNTc has a new feature that allows users to turn WAAS and EGNOS reception on and off. The default value is on. EGNOS (European Geostationary Navigation Overlay Service) is the European equivalent of WAAS. Like WAAS, it makes GPS position calculation more accurate. To determine the accuracy in your area, place yourself in a known location and turn on the GPS. Note your location on the map with WAAS/EGNOS on, then turn it off and check again. Use the setting that is most accurate in your area.

To Turn off WAAS or EGNOS:

1. Press **MENU|MENU|↓** to **GPS Setup|ENT**.

2. Press **↓** to **Use WAAS/EGNOS|ENT**, which will turn on (check) or turn off (uncheck) the feature. Press **EXIT** to clear the menus. Note that this setting can only be accessed in Advanced Mode or Hunting Mode.

## Coordinate System Selection

The Coordinate System Menu lets you select the coordinate system to use when displaying and entering position coordinates. Access this function only in Advanced Mode.
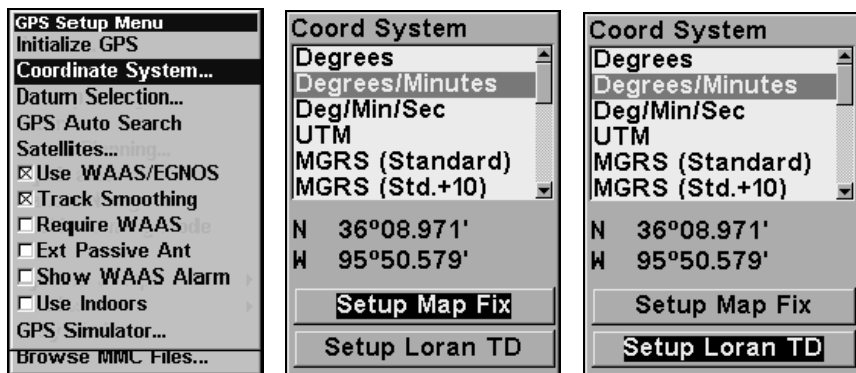
**Menus for changing coordinate system used to display positions.**

To get to Coordinate System Selection:

1. Press **MENU|MENU|↓** to **GPS SETUP|ENT**.

2. Press **↓** to **COORD SYSTEM|ENT**.

This unit can show a position in degrees (36.14952°); degrees, minutes and thousandths of a minute (36° 28.700'); or degrees, minutes, seconds and tenths of a second (36° 28' 40.9"). It can also show position in: UTM (Universal Transverse Mercator) projection; MGRS (Standard); MGRS (Standard + 10); Map Fix; Loran TD; British, Irish, Finnish, German, New Zealand, Swedish, Swiss, Taiwan, Greek and Military grids.

UTM's are marked on USGS topographic charts. This system divides the Earth into 60 zones, each 6 degrees wide in longitude.

British, Irish, Finnish, German, New Zealand, Swedish, Swiss, Taiwan, and Greek grid systems are the national coordinate system used only in their respective countries. In order to use these grid systems, you must be in the respective country. This unit will pick the matching datum for you when you select the grid. See the entry on Map Datum Selection for more information.

The military grid reference system (MGRS) uses two grid-lettering schemes, which are referred to as standard and alternate MGRS on this unit. The position and datum you are using determine whether you should use standard or alternate MGRS. If you use standard, and your position is off significantly, then try the alternate.

**NOTE:**

When the position format is changed, it affects the way all positions are shown on all screens. This includes waypoints.

**To select a coordinate system:**

To change the coordinate system, press **ENT|ENT** while **COORDINATE SYSTEM** is highlighted. Use the ↑ or ↓ arrow keys to highlight the desired format. Press **ENT** to select it. Press **EXIT** repeatedly to get back to the main display.

To set up Loran TD:

**NOTE:**

> If the Loran TD conversion is chosen, you must enter the local Loran chain identification for the master and slaves. Do this by selecting **SETUP LORAN TD** and pressing **ENT|ENT**, then choosing the ID. Press **EXIT** to close this menu.

**Configure Loran TD menu.**

**Map Fix**

Map Fix is used with charts or maps. This system asks for a reference position in latitude/longitude, which you take from a marked location on the map. It then shows the present position as distance on the map from that reference point.
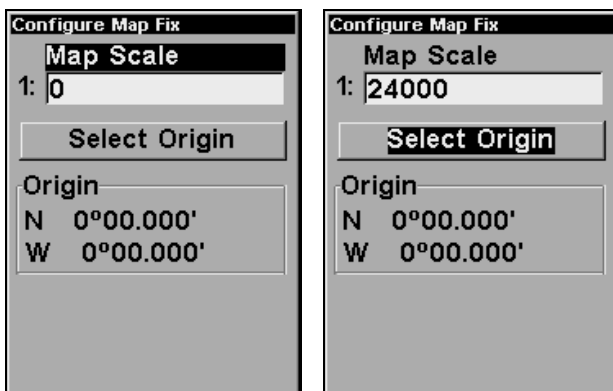
For example, if it shows a distance of UP 4.00" and LEFT 0.50", you then measure up four inches and to the left a half-inch from the reference point on the map to find your location.

**To configure a map fix:**

To use this format, you need to follow these steps in order. First, take your map of the area and determine a reference latitude/longitude. (Note: in order for this system to work, the latitude/longitude lines must be parallel with the edge of the map. USGS maps are parallel, others may not be. Also, this works better with smaller scale maps.) The reference position can be anywhere on the map, but the closer it is to your location, the smaller the numbers you'll have to deal with.

Once you've decided on a reference position, you can save it as a waypoint. See the waypoint section for information on saving a waypoint. Save the reference position as a waypoint, then **EXIT** the waypoint screens.

Now press **MENU|MENU|↓** to **GPS SETUP|ENT|↓** to **COORDINATE SYSTEM|ENT|↓** to **SETUP MAP FIX|ENT**. The following screens appear, and **MAP SCALE** is highlighted. Press **ENT** and enter the map's scale. This is generally at the bottom of the paper map. It's shown as a ratio, for example 1:24000. Press **EXIT** and the unit returns to the Configure Map Fix screen.

| Configure Map Fix | Configure Map Fix |
|---|---|
| **Map Scale** | Map Scale |
| 1: 0 | 1: 24000 |
| Select Origin | **Select Origin** |
| Origin | Origin |
| N 0°00.000' | N 0°00.000' |
| W 0°00.000' | W 0°00.000' |

**Configure a map fix so the iFINDER can find your position on a printed chart or topographical map.**

Press ↓ to **SELECT ORIGIN|ENT|ENT** (**MY WAYPOINTS)** if you saved the reference point as a waypoint. From the waypoints menu, select **FIND BY NAME| ENT|ENT** from the Waypoints menu, then choose the waypoint name you assigned to the reference point and press **ENT**. The unit displays a waypoint information screen with the command **SET AS ORIGIN** selected. Press **ENT** and the unit returns to the Configure Map Fix menu. Finally, press **EXIT** to close the menu. Now press ↑ to **COORD SYSTEM|ENT**, select **MAP FIX** from the list and press **ENT**. All position information now shows as a distance from the reference point you chose.

# Customize Page Displays

The Digital Data, Navigation, and Map pages all have customizable options that are available in Advanced Mode. These options determine what information will be displayed on each page.

### Customize Digital Data Page

The Customizable Digital Data page has six boxes you can customize. While on the Digital Data Page, press **MENU|↓** to **CUSTOMIZE|ENT**. A data box will start to flash. Use the arrow keys to select the box you want to change.

With the display box highlighted and flashing, press **ENT** to open a list of options. Scroll ↓ or ↑ to select a different data option, then press **ENT**.

You can repeat these steps to change the display in another box. When all your changes are finished, press **EXIT** to return to the page display.

### Customize Navigation Page

While on the Navigation Page press **MENU**|↓ to CUSTOMIZE|**ENT**. Press ↓ or ↑ to select a display option. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After all options are set, press **EXIT** to return to the page display.

### Customize Map Page

While on the Map Page press **MENU**|↓ to CUSTOMIZE|**ENT**. Press ↓ or ↑ to select a display option. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After all options are set, press **EXIT** to return to the page display.

## External Passive Antenna

The iFINDER HUNTc can be used with an optional external antenna. While we recommend the powerful external active antenna, the unit can operate with an external *passive* antenna as well. To do this, you have to let the unit know it's looking for the antenna signals in a different way.

From the Satellite Status page, press **MENU**|↓ to EXT PASSIVE ANT. Press **ENT** to turn on (check) or turn off (uncheck) the command.
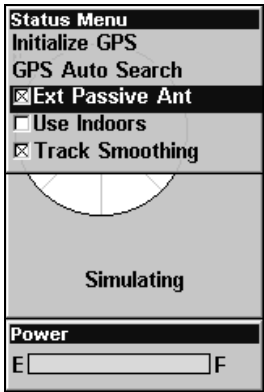


**External Passive Antenna highlighted on Satellite Status Menu.**

**WARNING:**

**As long as the External Passive Antenna command is activated, the iFINDER will *only* monitor GPS signals from an external passive antenna. If you have this command activated and are *not* using an external passive antenna, the unit will not be able to accurately lock on.**

To switch back to using the iFINDER's internal antenna (or to use an optional external *active* antenna), be sure to turn off this command. From the Satellite Status page, press **MENU|↓** to **EXT PASSIVE ANT**. Press **ENT** to uncheck the box.

## GPS Simulator

The GPS simulator lets you use the unit as if you were navigating outdoors. You can set the starting location in latitude/longitude (Starting Position) or from a stored waypoint, map place or POI location (Select Starting Waypoint). You can steer your position on the map by using the arrow keys (**STEER W/ ARROWS**) or by setting the track and speed in the boxes provided on simulator screen.

To get to the GPS Simulator:

1. Press **MENU|MENU|↓** to **GPS SETUP|ENT**.

2. Press **↓** to **GPS SIMULATOR|ENT**.
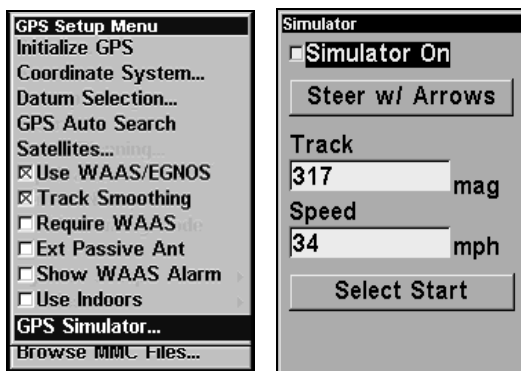


**GPS Setup Menu (left); GPS Simulator Menu (right).**

Choose the desired settings, then turn on the simulator by highlighting the **SIMULATOR ON** box and pressing the **ENT** key. Press **EXIT** to close this menu. A message appears periodically, reminding you the simulator is on. To turn off the simulator, repeat the above steps or turn off the unit.

While in simulator mode, you can press **EXIT** to clear the steering and speed boxes from the screen while continuing the simulation. This will allow you to use the map cursor during a simulation. To turn on the steering and speed boxes again, return to the GPS Simulator menu, select the **STEER WITH ARROWS** command, and press **ENT**. Press **EXIT** repeatedly to return to the previous page.

**Simulating Trail or Route Navigation**

In Simulator mode, your unit can automatically follow a trail or route without manual steering if you use these steps:

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1. From the Map Page, go to the simulator menu. Pick a **STARTING POSITION** at or near the beginning of your trail/route. Enter an approximate **TRACK** (shown in compass degrees) that will point you toward the start of the trail/route.

2. Set **SPEED** to zero. Select **STEER WITH ARROWS** command and press **ENT**, which turns on the simulator and returns you to the Map Page.

3. Begin navigating along the trail/route. (If you are close enough to the first waypoint, the arrival alarm will usually go off as soon as navigation begins. Press **EXIT** to clear the alarm.) When navigation starts, press ↑ (since you're using the Simulator's **STEER WITH ARROWS** command) to increase speed to the desired level.

4. Press **EXIT** to turn off the steering and speed boxes. The unit now will automatically steer along the trail or route. When you arrive at your destination, cancel navigation.

## Map Auto Zoom

The iFINDER HUNTc has an auto zoom feature that eliminates much of the button pushing typical of other brands of GPS receivers. It works in conjunction with the navigation features.

First, start navigation to a waypoint. (See the waypoint section for more information on navigating to a waypoint.) Then, with the auto zoom mode on, the unit zooms out until the entire course shows, from the present position to the destination waypoint. As you travel toward the destination, the unit automatically begins zooming in — one zoom range at a time — always keeping the destination on the screen.

To turn on this feature, from the **MAP PAGE**, press **MENU|↓** to **AUTO ZOOM|ENT**. Repeat these steps to turn it off.

## Map Data

This menu lets you turn off the map (which will turn the map screen into a GPS plotter); turn off or on the pop-up map info boxes; draw the map boundaries or boxes around the areas of detail and fill land areas with gray. You can also turn on or off Map Overlays, which display latitude and longitude grid lines or range rings on the map. This menu also lets you select Navionics Maps. For more instructions, see the *Navionics Charts* entry in this section.

To get to Map Data:
1. From the Map Page, press **MENU|↓** to **MAP DATA|ENT**.

**Map Menu (left), Map Data Menu (right).**

## Show Map Data

Press **MENU|↓** to **MAP DATA|ENT**. Press **ENT** to enter the **EARTH MAP DETAIL** selection list and choose how much detail you want, from Off (so the unit operates like a GPS plotter) to High. After the option is set, press **EXIT** repeatedly to return to the main page display.

## Popup Map Information

Press **MENU|↓** to **MAP DATA|ENT**. Press **↓** to **POPUP MAP INFORMATION**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** repeatedly to return to the main page display.

## Draw Boundaries

Press **MENU|↓** to **MAP DATA|ENT**. Press **↓** to **DRAW BOUNDARIES**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** repeatedly to return to the main page display.

## Fill Water with White

Press **MENU|↓** to **MAP DATA|ENT**. Press **↓** to **FILL WATER WITH WHITE**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** repeatedly to return to the main page display.

## Map Overlays (Range Rings; Lat/Long Grid)

The map screen can be customized with four range rings and/or grids that divide the plotter into equal segments of latitude and longitude.

Range rings are handy for visually estimating distances on the map. The ring diameters are based on the current zoom range. For example: at the 100-mile zoom, the screen will show two rings with your current position in the center. The large ring touching the left and right sides of

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the screen is 100 miles in diameter (same as the zoom range). The second smaller ring is 50 miles in diameter (always 1/2 the zoom range).

The distance from your current position to the smaller ring (the ring's radius) is 25 miles (always 1/4 the zoom range). With the arrow keys and map cursor, you can scroll the map to see the third and fourth rings. In this example, the distance to the third ring is 75 miles and distance to the fourth ring is 100 miles from your current position.

**To set range rings:** Press **MENU**|↓ to **MAP DATA**|**ENT**. Press ↓ to **RANGE RINGS**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Lat/Lon Grid Lines:** Press **MENU**|↓ to **MAP DATA**|**ENT**. Press ↓ to **LAT/LON GRID LINES**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** repeatedly to return to the main page display.

## Map Datum Selection

Maps and charts are based on a survey of the area that's covered by the map or chart. These surveys are called Datums. Maps that are created using different datums will show the same latitude/longitude in slightly different locations.

All datums are named. The GPS system is based on the WGS-84 datum, which covers the entire world. Other datums may also cover the entire world or just a small portion of it. By default, your position is based on the WGS-84 datum. The iFINDER, however, can show your position using one of 191 different datums.

Different datums can only be selected in Advanced Mode. (To switch from Easy to Advanced press **MENU**|↓ to **ADVANCED MODE**|**ENT**. A message will appear asking you if you are sure you want to enter Advanced Mode. Select **YES** and press **ENT**.

To change the datum:

1. Press **MENU**|**MENU**|↓ to **GPS SETUP**|**ENT**|↓ to **DATUM SELECTION**|**ENT**.

2. Scroll ↓ or ↑ to select the desired datum, then press **ENT**.

3. Press **EXIT** repeatedly to return to the main display.

A list of datums you can use with this unit is in the back of this manual.
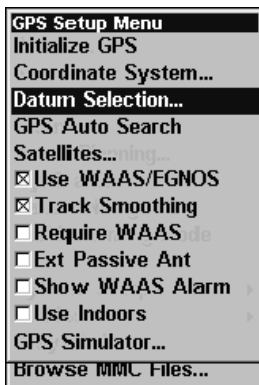
**GPS Setup Menu (left), Map Datum Menu (right).**

## Map Detail Category Selection

This menu determines which of the mapping features are shown on the screen. This includes waypoints, trails, icons, cities, highways, etc. You can selectively turn on or off any of these items, customizing the map to your needs. Map Detail Categories can only be turned off and on in Advanced Mode. (To switch from Easy to Advanced press **MENU|↓** to **ADVANCED MODE|ENT.** A message will appear asking if you are sure you want to enter Advanced Mode. Select **YES** and press **ENT**.

**To get to Map Categories:**
1. Press **MENU|↓** to **MAP CATEGORIES|ENT**.

2. Press **↑** or **↓** to select a category or subcategory. Press **ENT** to turn it off (unchecked) or on (checked).

3. To return to the last page displayed, press **EXIT** repeatedly.
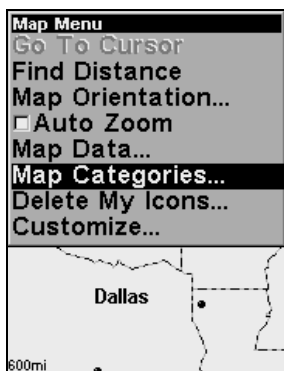


**Map Menu (left), Map Categories Menu (right).**

# Map Orientation

By default, this receiver shows the map with north always at the top of the screen. This is the way most maps and charts are printed on paper. You, however, can change the map orientation to Track Up, Course Up or Heading Up, in Advanced Mode.

**In Track Up mode, the map shows "N" and arrow to indicate north.**
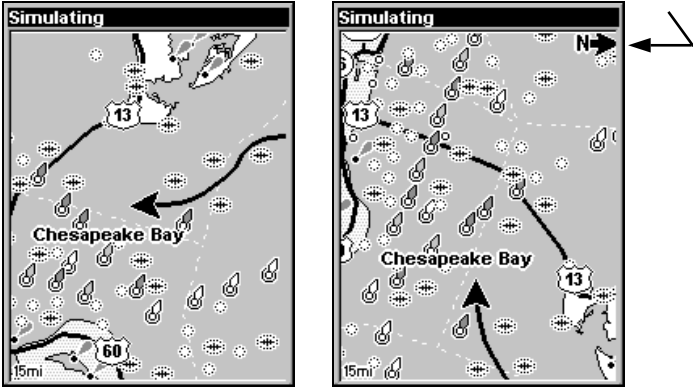


**Map orientation shown in north up (left) and track up (right).**

The default North Up setting is fine if you're always traveling due north. What you see to your left corresponds to the left side of the map, what you see to your right is shown on the right side of the map and so on. If, however, you travel any other direction, the map doesn't line up with your view of the world.

To correct this problem, a track-up mode rotates the map as you turn. Thus, what you see on the left side of the screen should always be to your left and so on.

Another option is course-up mode, which keeps the map at the same orientation as the initial bearing to the waypoint. With the fourth option, heading up, the map rotates to keep your heading at the top of the screen. When track-up, course-up or heading-up mode is on, an "N" shows on the map screen to help you see which direction is north.

The option you use is a matter of personal taste. We sometimes switch back and forth depending on the circumstances. For example, when we are in an area we know fairly well, we usually run the unit in default North Up. But, we'll sometimes switch to Track Up when we're in an unfamiliar area and want to instantly coordinate what we see around us with what we see on the screen. Try all four modes to find what works best for you.

To change map orientation: from the Map Page, press **MENU**|↓ to **MAP ORIENTATION**|**ENT**. Press ↑ or ↓ to select an orientation option, then press **ENT**. Press **EXIT** repeatedly to return to the main page display.
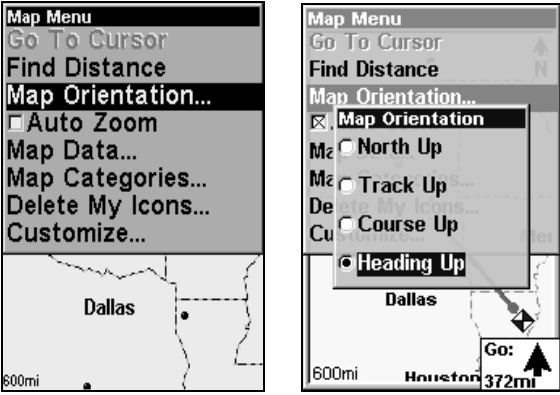


**Map Menu (left); Map Orientation menu with the Heading Up option selected (right).**

# Navionics® Charts

Your unit can display Navionics® electronic charts on MMCs. Both the GOLD™ and CLASSIC™ format charts are accepted. They work just like a MapCreate custom map on an MMC.
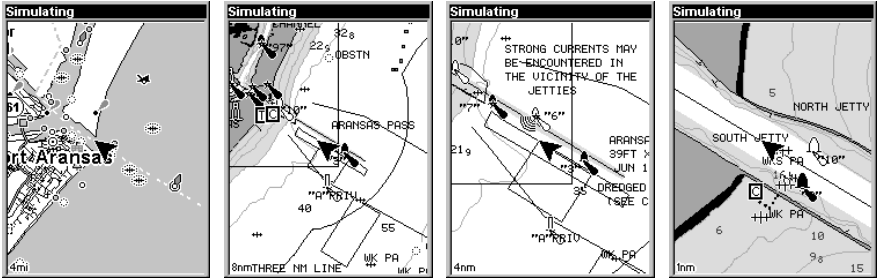


**Entrance to Aransas Pass (left) in a MapCreate 6 custom map, 4-mile zoom. Remaining images (from left to right): same position on Navionics GOLD™ chart at 8-mile, 4-mile and 1-mile zoom ranges.**

WARNING:

**You should never format the MMC containing your Navionics chart. Formatting the MMC will permanently erase the chart from the card.**

**To display a Navionics chart:**

1. Install the Navionics MMC in the memory card compartment and turn on the unit. (For full card install instructions, see Sec. 2.)

2. From the Map Page, press **MENU**|↓ to **MAP DATA**|**ENT**|↓ to **MAP CHOICE**|**ENT**. Use ↑ or ↓ to select the *Map Name*, then press **ENT** repeatedly.
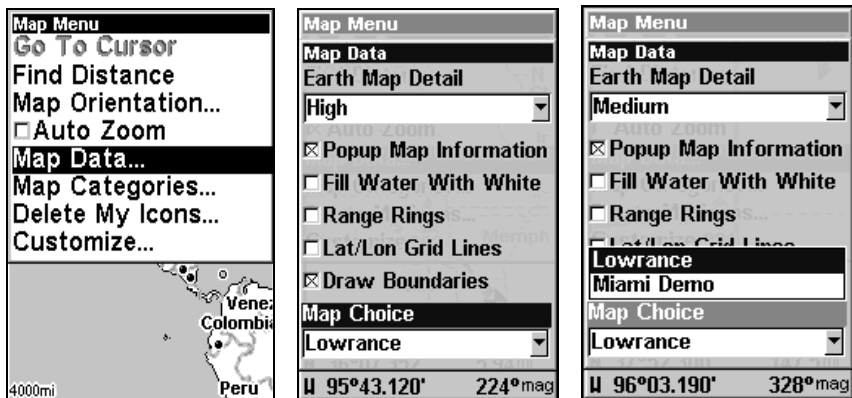


**These figures show menu sequence (from left to right) for selecting a Navionics chart for the West Gulf of Mexico area.**

3. To turn off a Navionics chart, From the Map Page, press **MENU**|↓ to **MAP DATA**|**ENT**|↓ to **MAP CHOICE**|**ENT**. Use ↑ or ↓ to select **LOWRANCE**, then press **ENT**|**EXIT**|**EXIT**, which will take you back to the main display.

### Port Information

Navionics charts contain Port Services information, represented by anchor icons on the map display. These icons appear at the 2 nautical mile zoom range. An example is displayed in the following figures.
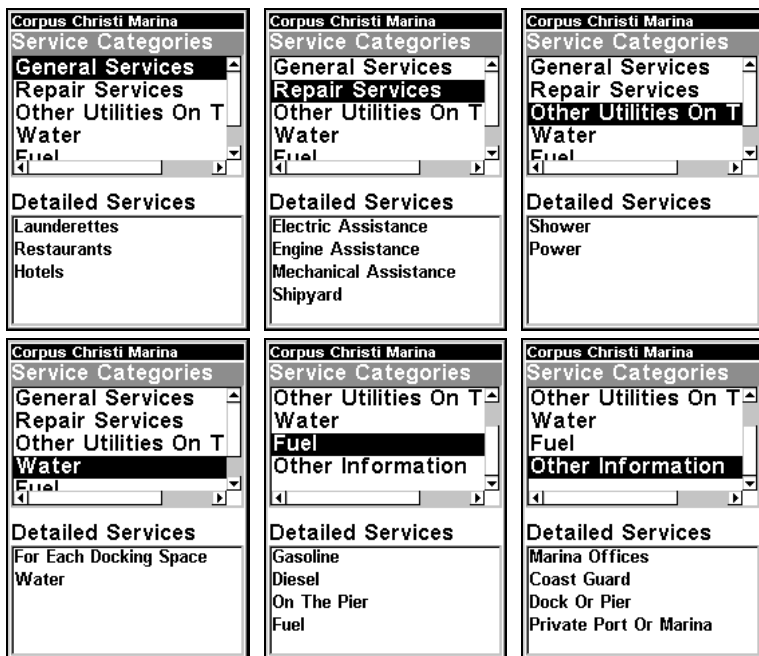
### To view Port Services information:

1. Use the arrow keys to move the cursor over a Port Services icon. When selected, a pop-up name box appears.

2. Press **FIND**|**FIND** to display the Port Services Information screen.

**Port Services icon**

**Pop-up name box**

**Cursor lines**
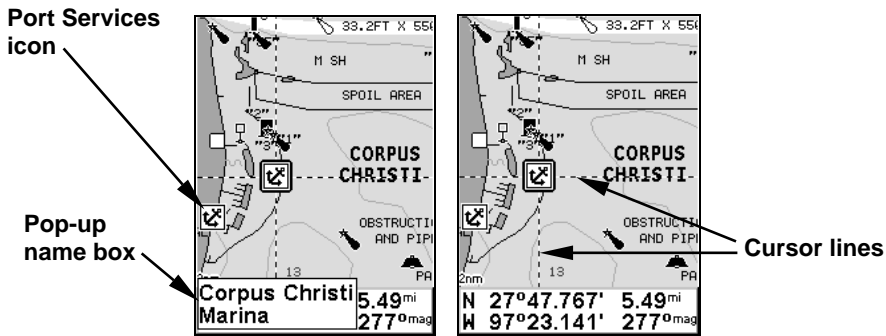
**Navionics chart showing Port Services icon selected by cursor. When first highlighted, the Pop-Up name box appears. After a few seconds, the name box disappears, and the position, distance and bearing are displayed at the bottom of the screen.**

The Port Services information screen has two windows. The top window lists the various service categories. The lower window lists the detailed services available in each basic category.

3. To scroll through the Service Categories window, press **ENT** then use ↑ or ↓ to see the types of services available. As you highlight a different category, the list in the lower window changes. To return to the Map Page, press **EXIT|EXIT**.

**Port Services information screens.**

4. Depending on the location, the Detailed Services window may have a long list of services under the General Services category. To scroll through the Detailed Services window from **SERVICE CATEGORIES**, press ↓ to **DETAILED SERVICES|ENT**, then use ↑ or ↓ to read the list of available services. To return to the Map Page, press **EXIT|EXIT**. To return to the top service category window, press **ENT|↑**.
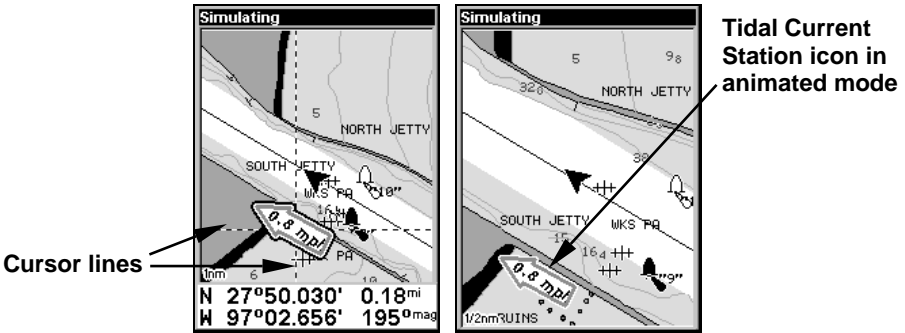
### Tidal Current Information

Navionics charts contain Tidal Current information, represented at large zoom ranges by a box icon with the letter "C." The icon stands for a Tidal Current Station location. An example is displayed at right.



When you zoom in to a sufficiently small zoom range (1/2 nautical mile), the icon itself becomes an animated arrow showing tidal current velocity and direction *for the selected tidal station* at the present time. At larger zoom ranges, you can select the boxed "C" icon and it becomes an animated arrow with a pop-up name box (the name box disappears after a few seconds). Examples are displayed in the following figures.

**To view Tidal Current information:**
1. Use the arrow keys to move the cursor over a Tidal Current Station icon. When selected, a pop-up name box appears.
2. Press **FIND|FIND** to display the Tidal Current Information screen.



**Tidal Current Station icon in animated mode**

**Cursor lines**

Navionics chart showing Tidal Current Station icon selected by cursor (left). The icon animates automatically without selecting it at the 1/2 mile zoom range (right). The tidal current is flowing toward the northwest at a velocity of 0.8 mph.



**Line indicates current status**
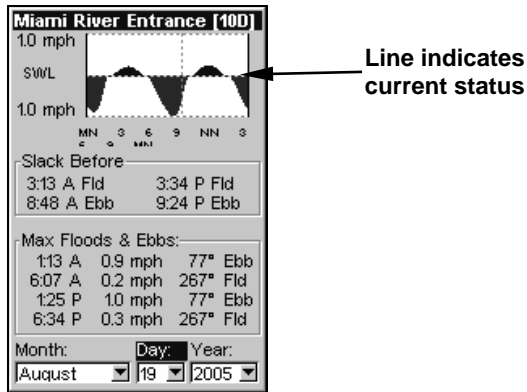
Current Information screen.

The Tidal Current Information screen displays daily tidal current data for this station on this date at the present time. The graph at the top of the screen is an approximate view of the flood and ebb pattern for the day, from midnight (MN), to noon (NN) to midnight (MN). The velocity scale at the top left side of the graph changes dynamically based upon the maximum velocity of the current for that day.

Slack water, the period of little or no current, is represented by the Slack Water Line (SWL). The flood appears above the SWL and the ebb appears below the SWL.

You can look up tidal current data for other dates by changing the month, day and year selection boxes.

**To select another date:**

1. Use → and ← to highlight month, day or year, then press **ENT**.

2. Use ↑ and ↓ to select the desired month, day or year, then press **ENT**.

To clear the information screen, press **EXIT**.

**Tide Information**



Navionics charts contain Tidal Information, represented at large zoom ranges by a box icon with the letter "T." The icon stands for a Tidal Station location. An example is displayed at right.

When you zoom in to a sufficiently small zoom range (1/2 nautical mile), the icon itself becomes an animated gauge showing a rising or falling tidal height *for the selected station* at the present time. At larger zoom ranges, you can select the boxed "T" icon and it becomes an animated gauge with a pop-up name box. Examples are displayed in the following figures.

**To view tide information:**

1. To select a Tide Station icon, use the arrow keys to move the cursor over the icon. When it is selected, a pop-up name box appears.

2. After selecting the Tide Station icon, press **FIND|FIND** to display the Tide Information screen.
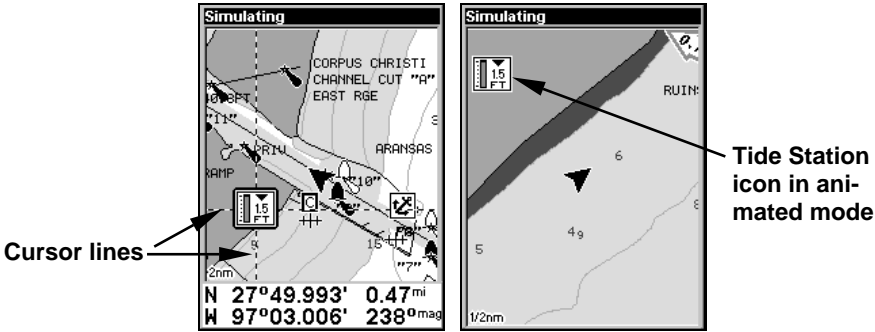


**Navionics chart showing Tide Station icon selected by cursor (left). Icon animates automatically without selection at the 1/2-mile zoom range (right). In the example above, the tide is at 1.5 feet and falling, as shown by the down arrow at the top of the icon.**

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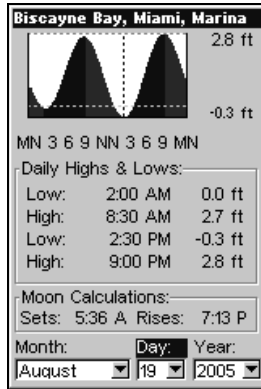
**Tide Information screen.**

The Tide Information screen displays daily tidal data for this station on this date at the present time. The graph at the top of the screen is an approximate view of the tidal range pattern for the day, from midnight (MN), to noon (NN) to midnight (MN). The dotted line across the graph is the Mean Lower Low Water line (MLLW).

The height scale on the top right side of the graph changes, based upon the maximum *range* of the tide for that day. The MLLW line also adjusts its position as the height scale changes.

You can look up tidal data for other dates by changing the month, day and year selection boxes. To select another date:

1. Use → and ← to highlight month, day or year, then press **ENT**.

2. Use ↑ and ↓ to select the desired month, day or year, then press **ENT**.

To clear the information screen, press **EXIT**.

## Pop-up Help

Help is available for virtually all of the menu labels on this unit. By highlighting a menu item and leaving it highlighted for a few seconds, a pop-up message appears that describes the function of the menu item. This feature is on by default.

**To set up Popup Help**, press **MENU|MENU|↓** to **SYSTEM SETUP|ENT|↓** to **POPUP HELP**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT|EXIT** to return to the page display.
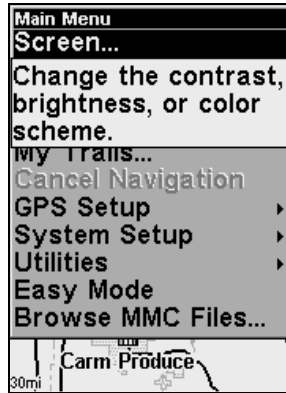
**This example shows the Pop-up Help message for the Screen command, located on the Main Menu in Advanced Mode.**

## Reset Options

**In Advanced Mode**
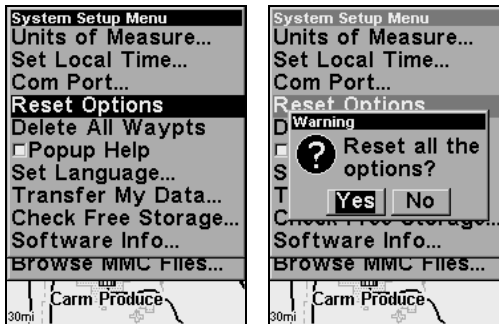
To reset all features to factory defaults, press **MENU|MENU|↓** to **SYSTEM SETUP|ENT|↓** to **RESET OPTIONS**. Press **ENT**, which will asking you if you want to reset all the options. Select **YES** and press **ENT**.

**In Easy Mode**

Hold down the **PAGES** key while you press **PWR** to turn on the unit.

**NOTE:**

Reset Options does *not* erase any waypoints, routes, icons or plot trails.



**Advanced Mode's Reset Options command (left),
and the Reset Options Menu (right).**

## Screen Contrast and Brightness

The adjustments work the same in both Easy and Advanced Mode, but you access the **SCREEN** command differently in each mode:
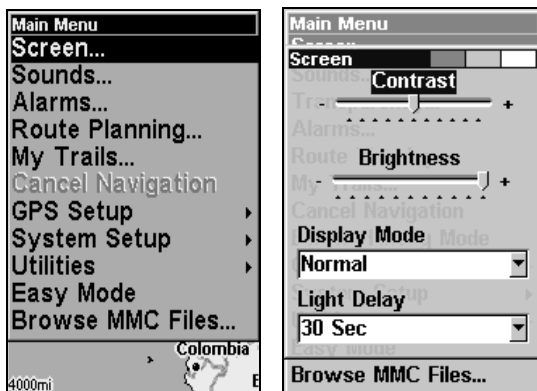
In Easy Mode, you first press **MENU|↓** to **SCREEN|ENT**.

In Advanced Mode, you first press **MENU|MENU|ENT**.

***Once in the Screen menu:***
To adjust the display's contrast:

1. The **CONTRAST** slider bar is already selected. Press → or ← to move the bar. The left end of the scale is minimum contrast. The right end is maximum contrast.

**Screen Command (left) with Contrast bar (right).**

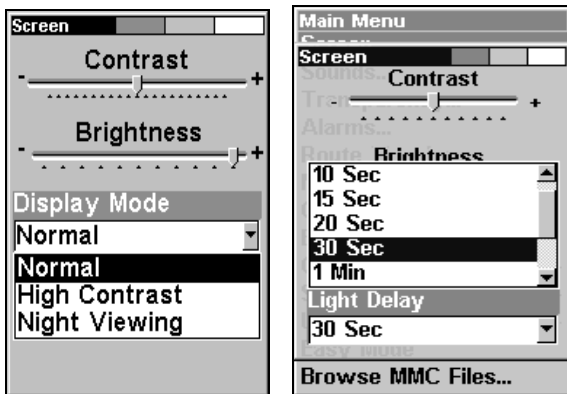To adjust the display's brightness:
1. Press ↓ to **BRIGHTNESS**. Press → or ← to move the bar. The left end of the scale is minimum contrast; the right end is maximum contrast.
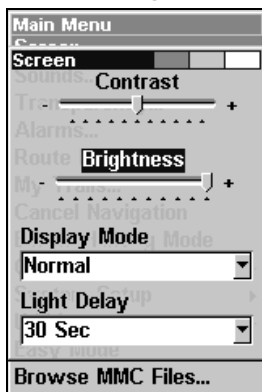
**Screen menu with Brightness selected.**

To adjust the screen's display mode:
1. Press ↓ to **DISPLAY MODE|ENT** then press ↑ or ↓ to select *mode*, then press the **EXIT** key.

**Display Mode menu (left) with Light Delay menu (right).**

## Set Language

This unit's menus are available in 10 languages: English, French, German, Spanish, Italian, Danish, Swedish, Russian, Dutch and Finnish. To select a different language:

1. Press **MENU|MENU|↓** to **SYSTEM SETUP|ENT**.

2. Press ↓ to **SET LANGUAGE|ENT**.

3. Use ↓ or ↑ to select a different language and press **ENT**. All menus now appear in the language you selected.

## Set Local Time

The local time and date are saved when a waypoint is created. The adjustments work the same in both Easy and Advanced Mode, but you access the **SET LOCAL TIME** command differently in each mode:

In Easy Mode, you first press **MENU|↓** to **SET LOCAL TIME|ENT**.

In Advanced Mode, you first press **MENU|MENU|↓** to **SYSTEM SETUP|ENT|↓** to **SET LOCAL TIME|ENT**.

**Set Local Time Command (left) with Time Settings menu (right).**

*Once in the Time Settings menu:*

**To set Local Time:** Press **ENT**. Press ↑ or ↓ to change the first character, then press → to move the cursor to the next character. Repeat until the time is correct, then press **ENT**.

**To set the Day:** Press → to **DAY|ENT**. Press ↑ or ↓ to select the day, then press **ENT**.

**To set the Year:** Press ↓ and → to **YEAR|ENT**. Press ↑ or ↓ to select the year, then press **ENT**.

**To set the Month:** Press ← to **MONTH|ENT**. Press ↑ or ↓ to select the month, then press **ENT**.
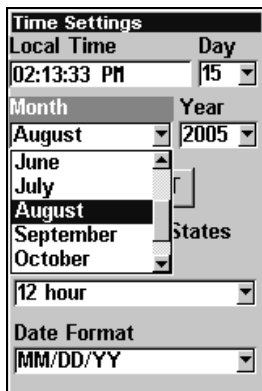


**Adjusting the time (left); Adjusting the month (right).**

The next field in this menu is **CONFIG DST**. This feature allows your unit to automatically adjust with the time change caused by Daylight Saving Time (you should only have to set it once). You may select which set of rules matches DST in your region or accept the default.

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Use the ↓ key to scroll down to **TIME FORMAT** and press **ENT**, to toggle between 12 and 24-hour time formats. Choose one of the two options and press **ENT**.

The last field on the Time Settings menu is Date Format. Use the ↓ key to highlight **DATE FORMAT** and press **ENT**. Choose from **MONTH, DAY, YEAR**; Day, **MONTH, YEAR** or **YEAR**, **MONTH DAY**, then press **ENT**.

Once you have each field set the way you want, press **EXIT** repeatedly until you return to the main page display.

## Software Version Information

From time to time, Lowrance updates the operating system software in some of its products. These software upgrades are usually offered to customers as free downloads from our web site, www.lowrance.com. The upgrades make the unit perform better or introduce new features or functions. You can find out what software version is running in your iFINDER by using the Software Info command.
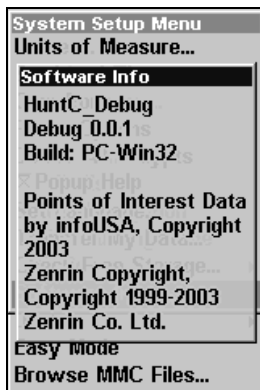


**Software Info command (left); Software Info screen (right).**

The command works the same in both Easy and Advanced Mode, but you access the Software Info command differently in each mode:

In *Easy Mode*, you:

1. Press **MENU**|↓ to **SOFTWARE INFO**|**ENT**.

2. Read the information displayed on the screen.

3. To return to the previous page, press **EXIT** repeatedly.
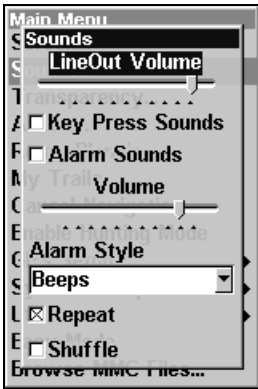
In *Advanced Mode*, you:

1. Press **MENU**|**MENU**|↓ to **SYSTEM SETUP**|**ENT**|↓ to **SOFTWARE INFO**|**ENT**.

2. Read the information displayed on the screen.

3. To return to the main page display, press **EXIT** repeatedly.

# Sounds and Alarm Sound Styles

Sounds triggered by key strokes and alarms can be adjusted. The unit has an internal speaker (controlled using the Pizeo Volume slider) for playing alarms and notification beeps, and is also capable of playing sounds through an external speaker connected to the power port (controlled using the LineOut Volume slider). The adjustments work the same in both Easy and Advanced Mode, but you access the Sounds command differently in each mode:

In *Easy Mode*, you first press **MENU**|↓ to **SOUNDS**|**ENT**.

In *Advanced Mode*, you first press **MENU**|**MENU**|↓ to **SOUNDS**|**ENT**.



**Sounds command menu in Easy Mode (left) and Advanced Mode (center). The Sounds menu (right).**

*Once in the Sounds menu:*

**To adjust LineOut or Pizeo Volume:** Press ↑ or ↓ to select the option you want to adjust, then press ← to decrease or → to increase the volume.

**To set Key Sounds:** Press ↓ to Key Sounds and, press **ENT** to check it (turn on) and uncheck it (turn off). After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Alarm Sounds:** Press ↓ to **ALARM SOUNDS**. **P**ress **ENT** to check it (turn on) and uncheck it (turn off). After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Alarm Style:** Press ↓ to **ALARM STYLE**|**ENT**. Use ↑ or ↓ to scroll through the three options: **BEEPS**, **SOUND EFFECTS** and **SONGS**. After selecting a style,press **ENT**. After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Repeat Function:** Press ↓ **REPEAT** and press **ENT** to check it (turn on) and uncheck it (turn off). After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Shuffle Function:** Press ↓ **SHUFFLE** and press **ENT** to check it (turn on) and uncheck it (turn off). After the option is set, press **EXIT** repeatedly to return to the main page display.
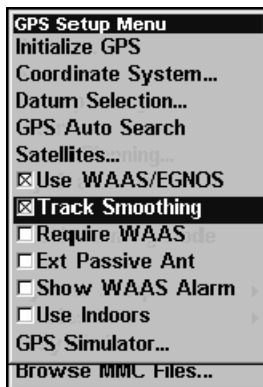
## Track Smoothing

This is a factory setting that *should always be left on*. When stopped or traveling at slow speeds (such as walking or trolling), Track Smoothing prevents trails from wandering. It has the same steadying effect on the steering arrow, the compass rose and the map in track-up mode.



**Track Smoothing option, turned on.**

## Trail Options

There are several options you can use with trails. Some affect all trails, other may be applied to a particular trail. You can change the way trails are updated, display or hide trails, create a new trail or delete a trail. These options are only available in Advanced Mode, but changes made in Advanced will affect the appearance of trails in Easy Mode.

**General Trail Options**

To access the Trails Menu:

1. Press **MENU|MENU|↓** to **MY TRAILS|ENT|ENT**.
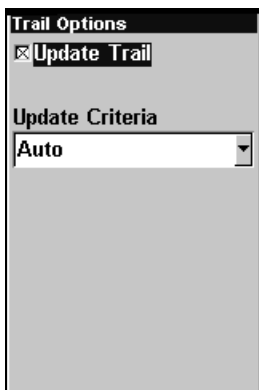
**Main Menu (left), Trails Menu (center), Trail Options (right).**

### Delete All Trails

From the Trails menu, you can remove all of the trails from memory by pressing → to **DELETE ALL|ENT**. A message will appear, asking if you want to Delete all trails. Select **YES** and press **ENT**.

### Update Trail Option

This menu lets you change the way the trail updates occur.
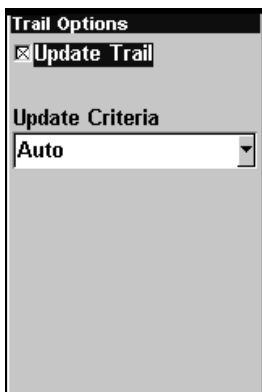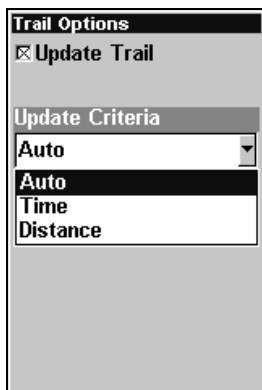


**Trail Options menu.**

**WARNING:**

If you *uncheck* the Update Trail option, automatic trail creation and recording will be turned *off* in both Advanced and Easy modes. You then will have to turn it back on to record trails. The default setting is on.

Press ↓ or ↑ to **UPDATE TRAILS**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.)

## Update Trail Criteria (Auto, Time, Distance)

The options are automatic, time and distance. When it's in the default mode, the unit doesn't update the plot trail while you're traveling in a straight line. Once you deviate from a straight line, the unit drops a plot point (trail waypoint) onto the trail. This conserves plot trail points. If a plot trail uses all of the available points allotted to it, the beginning points are taken away and placed at the end of the trail.



**Trail Options menu with auto selected from the Update Criteria menu.**

Press ↓ to **UPDATE CRITERIA** | **ENT** | press ↓ or ↑ to select *criteria type* | **ENT**.

## Trail Update Rate (Time, Distance)

You can update a trail by time, with a range from 1 second to 9999 seconds. The default is 3 seconds. You can update by distance, with a range from 0.01 mile/nm/km to 9.99 mile/nm/km. The default is 0.10 mile.

With Update Criteria selected, press ↓ to select either **TIME** or **DISTANCE** and press **ENT**. Press ↓ to the **UPDATE RATE** or **UPDATE DISTANCE** boxes and press **ENT**. Use the ↓ ↑ keys to change the first character, then press → to modify the next character, repeating the steps until you are satisfied with the rate or distance figure you entered. Press **EXIT** repeatedly to return to the main page display.
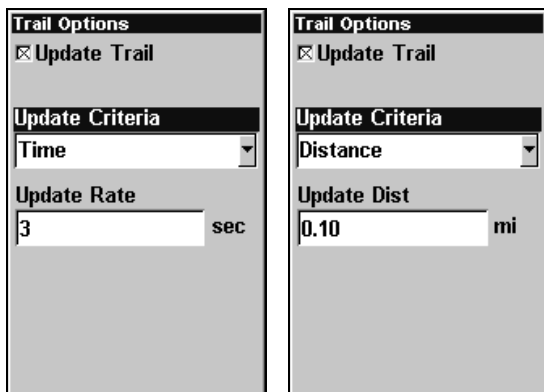
**Trail Options menu with time (left) and distance (right) highlighted on the Update Criteria menu.**

### Specific Trail Options
**Delete Trail**

From the Trails menu, you can delete a specific trail by pressing ↓ to *trail name*|**ENT**. The Edit Trail menu appears as seen in the following figure. Press ↓ to **DELETE TRAIL**|**ENT**. A message will appear asking if you want to Delete the trail. Select **YES** and press **ENT**.

### New Trail
To manually start a new trail or delete a trail, from the Trail Options Menu, press → to **NEW TRAIL**|**ENT**. The trail menu appears as seen below:
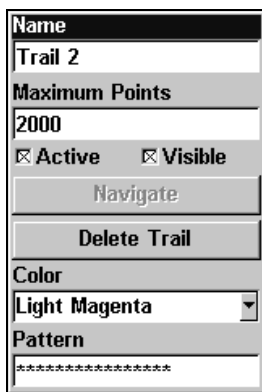


**Trail menu.**

### Trail Visible/Invisible and Other Trail Options
The name, maximum number of points in the trail, activity, and visibility are all changed on the Edit Trail screen. The Active setting determines whether or not the iFINDER is recording new points for a particular trail.

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On the Edit Trail menu, press ↓ or ↑ to highlight the section you wish to change, then press **ENT**. Make your changes, then press **EXIT** to close this menu.

You can also change the trail line color and pattern. For instructions, see the entries on Edit a Trail Color and Edit a Trail Pattern in Sec. 4, Advanced GPS Operations.

## Units of Measure

This menu (shown below) sets the speed and distance (statute or nautical miles, meters), heading (true or magnetic) units, altitude and depth (feet, fathoms, or meters), pressure (inches and millibars) and Time and Date. To change the units:

In *Easy Mode*, you first press **MENU**|↓ to **UNITS OF MEASURE**|**ENT**.

In *Advanced Mode*, press **MENU**|**MENU**|↓ to **SYSTEM SETUP**|**ENT**|**ENT**.
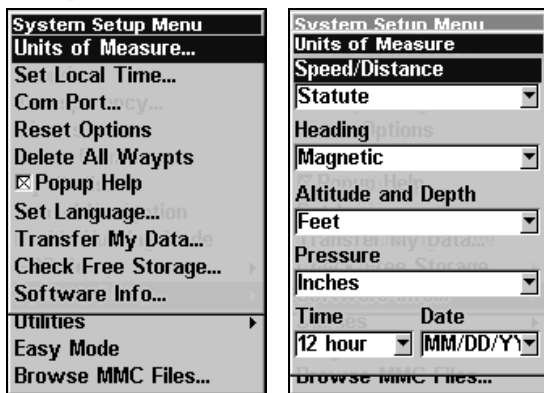


**Units of Measure command on System Setup menu (left).**
**Units of Measure Menu (right).**

**To set Speed/Distance Unit of Measure:** Press **ENT**, then use the ↑ or ↓ keys to change the unit of measure for Speed/Distance and press **ENT**. After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Heading:** Press ↓ to **HEADING**|**ENT**. Use the ↑ or ↓ keys to change the unit of measure for heading and press **ENT**. After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Altitude and Depth:** Press ↓ to **ALTITUDE** and **DEPTH**|**ENT**. Use the ↑ or ↓ keys to change the unit of measure for altitude and depth and press **ENT**. After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Pressure:** Press ↓ to **P**ʀᴇssᴜʀᴇ|**ENT**. Use the ↑ or ↓ keys to change the unit of measure for pressure and press **ENT**.

After the option is set, press **EXIT** repeatedly to return to the main page display.

**To set Time Format:** Press ↓ to **T**ɪᴍᴇ **F**ᴏʀᴍᴀᴛ|**ENT**. Use the ↑ or ↓ keys to change the time format and press **ENT**. After the option is set, press **EXIT** repeatedly to return to the mainpage display.

**To set Date Format:** Press → to **D**ᴀᴛᴇ **F**ᴏʀᴍᴀᴛ|**ENT**. Use the ↑ or ↓ keys to change the date format and press **ENT**. After the option is set, press **EXIT** repeatedly to return to the main page display.

# Section 6: Searching

**NOTE:**

> The background map loaded in your unit lets you search for U.S. Interstate Highway exits and exit services, as well as some land features, including cities and lakes. For a full set of searchable land features, including landmarks, streets, addresses and Points of Interest, you must load your own high-detail custom map produced with our MapCreate 6 software. For a complete description of what detail is found in the background map and custom MapCreate maps, see the discussion beginning on page 27.

Whether you are in Easy Mode or Advanced Mode, the iFINDER's search functions all begin with the **FIND** key. The search menus work the same in each mode. The **GO HOME** command, however, works only in Easy Mode and the Find Waypoints command works only in Advanced Mode. (You can still find a Home waypoint in Advanced mode. You just search for it using the Find Waypoints command.)
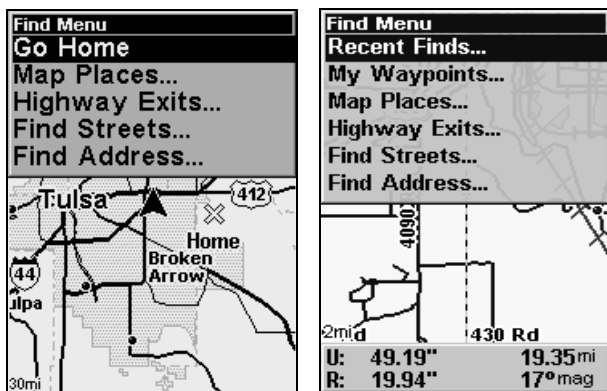


**Easy Mode Find menu (left); Advanced Mode Find menu (right).**

**NOTE:**

*You can search for items even if the iFINDER hasn't acquired a position yet or start from a position other than your own. When you do a search, distance and bearing to the selected item will be calculated from the iFINDER's current position. If the iFINDER hasn't acquired a position, it will use the last known position. If the cursor is active, the iFINDER will always begin the search at the cursor. You can look up items by name or search for items nearest to you.*
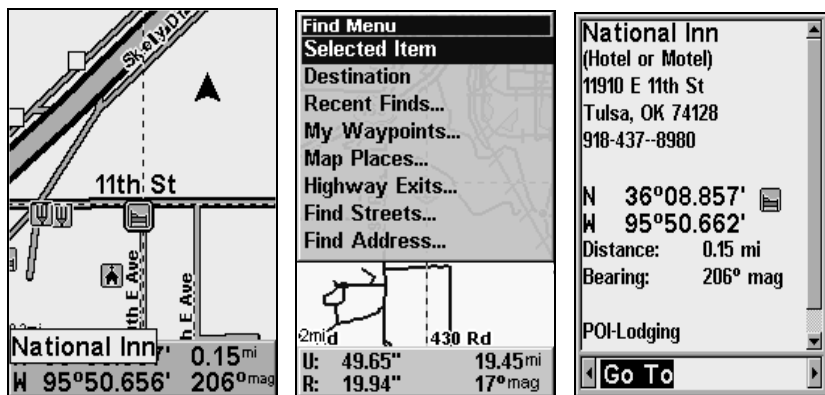
**Cursor crosshairs centered on a POI (left). The Find menu with Selected Item highlighted (center). POI information (right).**

## Selected Item

The Selected Item function, allows you to quickly access information on any location you select with the cursor crosshairs.

To access a Selected Item:

1. Center the cursor crosshairs on a POI on the map and press **FIND**.

2. **SELECTED ITEM** will be listed at the top of the Find menu. Press **FIND**, then press **ENT** to launch the POI information window.

3. At the bottom of the POI information window: **GO TO** will be highlighted. To navigate to the Selected Item press **ENT**. To Find the location on the Map, use the ← → keys to select **FIND ON MAP** and press **ENT**. Press **EXIT** to return to the Find menu.
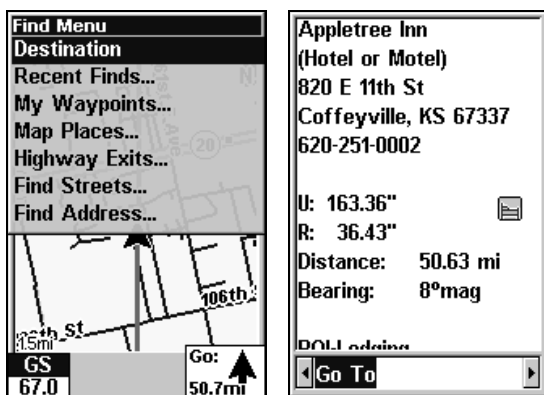


**Destination highlighted on the Find menu (left).
POI information window (right).**

# Destination

When you are navigating to a location, **DESTINATION** will appear at the top of the Find menu. It provides quick access to navigational information about your destination.

**To access Destination**:

1. When navigating to a location, press **FIND**, select **DESTINATION** and press **ENT**.

2. If your destination is listed in the POI database, the POI information window will appear. If you are navigating to a location not listed in the POI database, an information window will appear displaying the distance to the target as well as your current bearing.
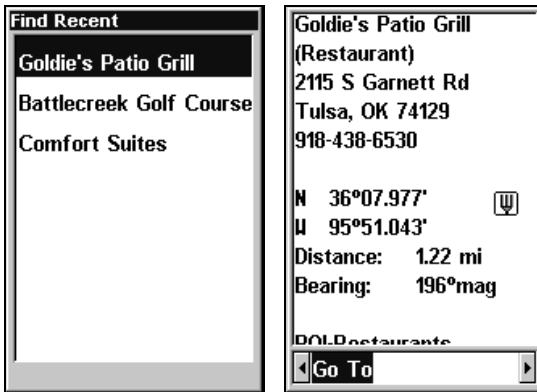


**Recent Finds menu (left) with POI information window (right).**

# Recent Finds

The Recent Finds function keeps a record of places to which you have navigated either by cursor or via the Map Places menu.

**To see Recent Finds**:

1. Press **FIND**, select **RECENT FINDS** and press **ENT**.

2. Use the ↑↓ keys to scroll through the list.

3. To open the POI information window for a particular location, highlight the location and press **ENT**. Press **EXIT** to return to the Find menu.

# Current Route

When you are navigating a route, Current Route, gives you quick access to route menu.

**To access Current Route information**:

1. When navigating a route, press **FIND**, select **CURRENT ROUTE** and press **ENT**.

2. A window will appear, showing all the points within your current route. Press **EXIT** to return to the **FIND** menu.
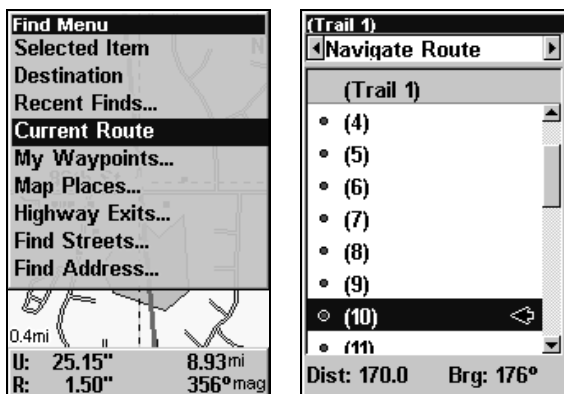
**Current Route highlighted on the Find menu (left). The trail menu (right) launches when C**URRENT **R**OUTE **is selected from the Find menu.**

## Find Addresses

1. Press **FIND** | ↓ to **ADDRESSES** | **ENT**.

2. Press **ENT** to search in the Address field.

**Find Address Menu.**

3. **To enter an address number**, press ↑ or ↓ to change the first number, then press → to move the cursor to the next number and repeat until the number is correct, then press **ENT**. To return to the previous page, press **EXIT**.

4. **To enter a street name**, press ↓ to **STREET|ENT**. There are two op-
tions: **A.** You can **spell out** the name in the top selection box. Press ↑ or ↓
to change the first letter, then press → to move the cursor to the next let-
ter and repeat until the name is correct, then press **ENT|ENT**. **B.** Or jump
down to the lower selection list, press **ENT**, then use ↓ or ↑ to select a
street name from the list and press **ENT**. The street name you selected is
now in the street field.

## *Tip:*

When entering a street name, do *not* enter the street's compass direc-
tion (N, S, E or W) in the street name field. Just enter the number, or
name. If the example below had been a search for "324 E. 9th St," you
would enter "9th" and press **ENT**. The iFINDER will generate a list of
all possible 9th streets, and let you choose the one you want.
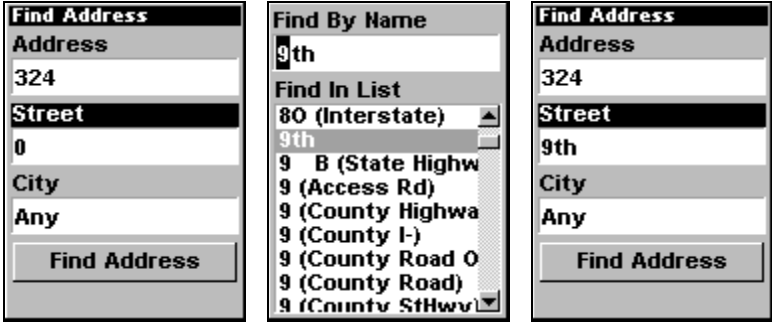


**Find street field (left), Find street by name
menu (center), Street entry complete (right).**

5. **To enter a city name**, press ↓ to **CITY|ENT**. You will be asked if you
want to find addresses only within a particular city. This option is de-
signed so you can limit an address search to a single city if necessary (see
the note below).

If you select yes, there are two options: **A.** You can **spell out** the city
name in the top selection box. Press ↑ or ↓ to change the first letter, then
press → to move the cursor to the next letter and repeat until the name
is correct, then press **ENT|ENT**. **B.** Or jump down to the lower selection
list by pressing **ENT**, then press ↓ or ↑ to select a city name from the list
and press **ENT**. The city name you selected is now in the city field. To re-
turn to the previous page, press **EXIT**.

## NOTE:

We recommend you do *not* enter a city name unless it is absolutely
necessary. The iFINDER can actually search quicker without a city.

**Find city field (left); Search in particular city only option (center), Find City by name (right).**

6. When the necessary search fields are filled in, press ↓ to **FIND ADDRESS**|**ENT**. Your unit asks you to wait while it searches for the address. (If an address is not in the database, a message appears saying the address could not be found.)

7. The unit will display a list of addresses. If the address you are looking for is highlighted at the top of the list, press **ENT**. If not, use ↓ and ↑ to select the correct address from the list, then press **ENT**. A message will appear asking you to please choose an option: **FIND** or **GO TO**.

8. To navigate to the address, select **GO TO** and press **ENT** and your iFINDER will begin showing navigation information to the address. If you are looking up an address (not navigating), highlight **FIND** and press **ENT**, which will direct you to the map page where the cursor crosshairs will be centered on the location.

# Find Home Waypoint

The Home Waypoint is a unique waypoint created when using the iFINDER in Easy Mode.

**To search for the Home Waypoint in Easy Mode:** press **FIND**|↓ to **GO HOME**|**ENT**.

**The Easy Mode Find Menu.**

In Advanced Mode, you still have access to a Home Waypoint created in Easy Mode. It will show up in your waypoints list under the name Home. You can search for the Home Waypoint, navigate to it, add it to a route or use it exactly like any other waypoint.

Details on searching for waypoints in Advanced Mode can be found later in this section, in the *Find Waypoints* segment.

## Find Interstate Highway Exits

1. Press **FIND|↓** to **HIGHWAY EXITS|ENT**, which calls up the Find Exit Menu.



**Easy Mode Find menu (left); Advanced Mode Find menu (right).**

2. First, select a highway name by pressing **ENT**, which calls up the Find By Name menu. There are two highway search options: **A.** You can **spell out** the highway name in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT|ENT**. **B.** Or jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a highway from the list and press **ENT**.
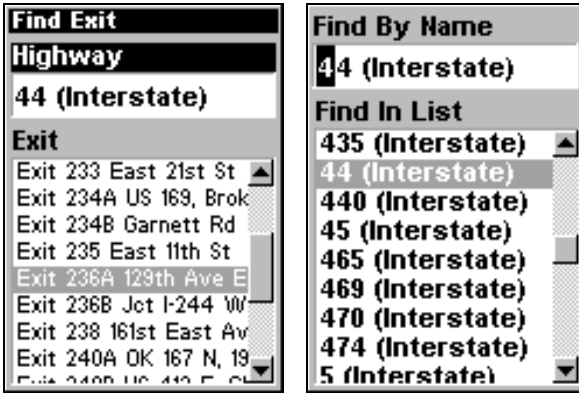
**Find Exit using the Highway Name.**

3. Once you have selected a highway name, you then can select an exit. Press ↓ to switch to the Exit List, then press ↓ or ↑ to highlight the exit you want and press **ENT**.



**Selected exit.**

4. In the Exit Information screen you have two choices. **A.** Press **ENT** to navigate (**GO TO**) the exit. **B.** Press →|**ENT** to find the exit on the map (**FIND ON MAP**).

**Go To option (left); Find On Map option (right).**

*Tip:*

> You can also look up some additional information on the Exit Services located near this exit. Press ↓ to **SERVICES**|↓ or ↑ to select *service name*|**ENT**. That will bring up more detailed information about each of the service names listed in the services window. Press **EXIT** repeatedly to get back to the main display.

## Find Map Places or Points of Interest (POI)

1. Press **FIND**|↓ to **MAP PLACES**|**ENT**.
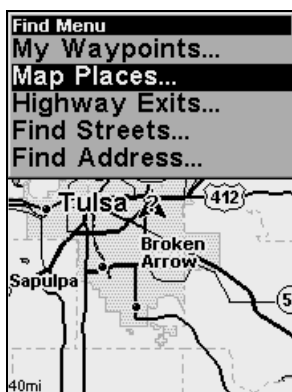


**Easy Mode Find menu (left); Advanced Mode Find menu (right).**

2. Press ↓ or ↑ to select a **MAP PLACES** or POI category, then press **ENT**. (To narrow your search, press ← or → to select a subcategory before pressing **ENT**.) You will be given two searching options: **FIND BY NAME** and **FIND NEAREST**.

**Map Places category menu with subcategory set to display all restau-
rants (left); The subcategory has been set to fast food chains (right).**

3. **Search by nearest POI.** With **FIND NEAREST** highlighted, press **ENT**.
The Find by Nearest menu will show a "calculating" screen then a list
of the nearest POIs will appear. Press ↓ or ↑ to select the POI you want
and press **ENT**, which will launch the POI Information screen.



**Find by nearest (left): Calculating screen (center) and POI list (right).**

4. **Search by name of POI.** From the Waypoints menu, press ↓, select
**FIND BY NAME** and press **ENT**. There are two options: **A.** You can **spell out**
the POI in the top selection box. Press ↑ or ↓ to change the first letter,
then press → to move the cursor to the next letter and repeat until the
name is correct, then press **ENT|ENT**. **B.** Or Jump down to the lower
selection list by pressing **ENT**, then use ↓ or ↑ to select a POI from the
list. Press **ENT** to call up the POI's Waypoint Information screen.
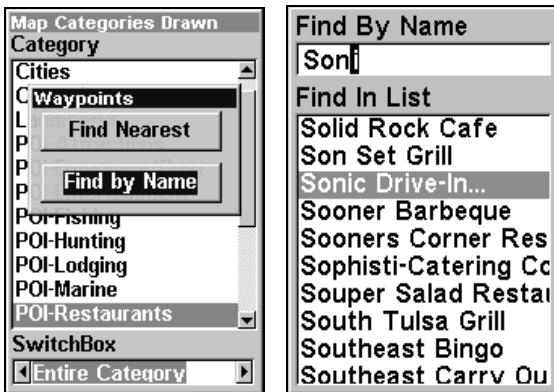
**Find by name option (left); Find by name menu (right).**

5. When the POI's Waypoint Information screen appears, you can choose to **GO TO** the POI by pressing **ENT** or find it on the map by pressing →|**ENT** (**FIND ON MAP**).
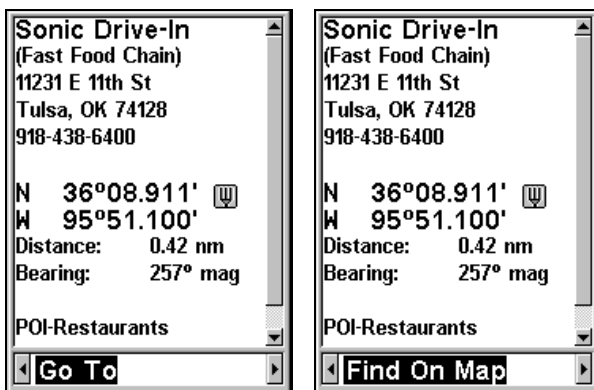


**Go To POI option (left); Find on Map POI option (right).**

## Find Streets or Intersections

### Find a Street
1. Press **FIND**|↓ to **STREETS**|**ENT** and the Find Streets menu appears.

**Easy Mode Find menu (left); Advanced Mode Find menu (right).**

2. You must first fill in a street name in the First Street dialog box. With First Street highlighted, press **ENT** to display the Find By Name menu. There are two options: **A.** You can **spell out** the street in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT|ENT**. **B.** Or jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a street from the list and press **ENT**.
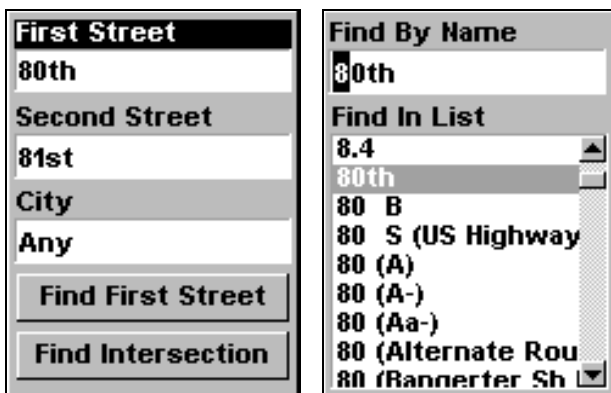


**Find streets or intersections menu (left); Find street by name (right).**

3. The Find Streets menu reappears with the street you're searching for listed in the First Street box. (In this example, it's 80th Street.) To search for that street, press ↓ to **FIND FIRST STREET|ENT**. A message appears asking you to wait while the unit finds the street. When the Streets Found list appears, press ↑ or ↓ to the street you are searching for and press **ENT**.
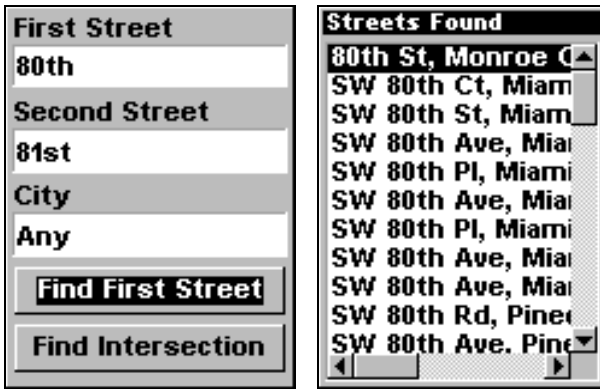
**Find first street (left); Street found (right).**

If you want to navigate to the found street at the cursor location, just press **MENU|ENT**.

**Find an Intersection**

You must enter one street in the First Street dialog box and enter the next street in the Second Street dialog box.

1. Press **FIND|↓** to **STREETS|ENT** and the **FIND STREETS** menu appears.

2. You must first fill in a street name in the First Street dialog box. Press **ENT** to display the Find By Name menu. There are two options: **A.** You can **spell out** the street in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT|ENT**. **B.** Or jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a street from the list and press **ENT**.

3. The Find Streets menu reappears with the street you're searching for in the First Street box.

4. Now fill in the second street. Press ↓ to **SECOND STREET|ENT** and the Find by Name menu appears again. Just like before, there are two options: **A.** You can **spell out** the street in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT|ENT**. **B.** Or jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select the second street from the list and press **ENT**.

5. The Find Streets menu reappears with the first and second streets dialog boxes filled in. In this example, we selected 81st Street as our second street. You could now use similar techniques to select a city but your search will probably be faster if you leave that box blank.
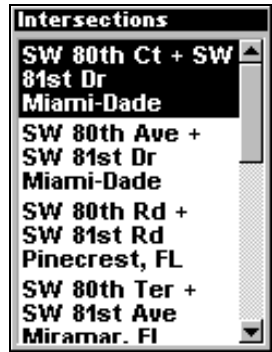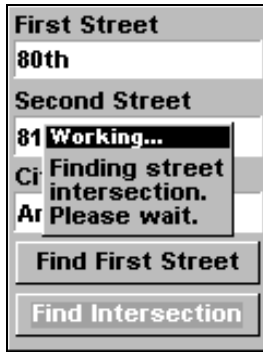
**Find intersection (left); Working menu (center);
Intersection list (right).**

6. To search for the intersection of the two streets, press ↓ to **FIND
INTERSECTION|ENT**. A message appears asking you to wait while the unit
finds the intersection. When the Intersections Found list appears, press
↑ or ↓ to select the intersection you are searching for and press **ENT**. (In
the previous example, we selected the intersection of SW 80th Court
and SW 81st Drive in Miami, Fla.)

If you want to navigate to the found intersection, just press **MENU|ENT**.

## Find Waypoints *(Advanced Mode only)*

1. Press **FIND |** ↓ to **MY WAYPOINTS** and press **ENT**.

2. If searching for *the nearest* waypoint, press **ENT**. If searching for a
waypoint *by name*, press ↓ to **FIND BY NAME|ENT**. (To search by name,
jump to step 5 below.)
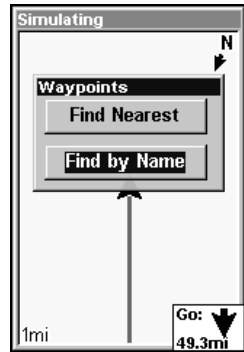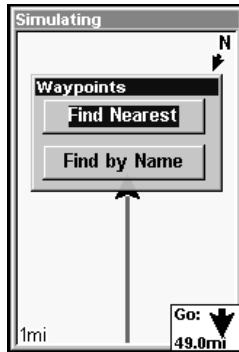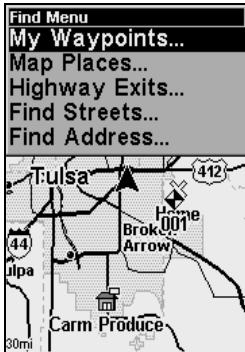


**Find menu (left); Find By Nearest (center); Find by Name (right).**

3. **If you're looking for nearest**, the iFINDER says it is calculating,
then a list of waypoints appears. The closest is highlighted at the top of
the list and the one farthest from your location is at the bottom of the list.
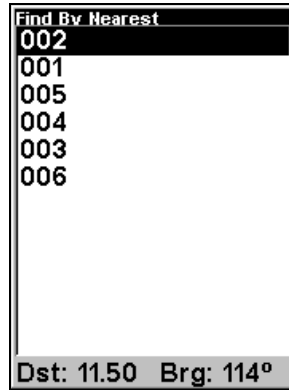
**Calculating message (left) and list of the nearest waypoints (right).**

4. To see location information on the closest (highlighted) waypoint, press **ENT** and the Waypoint Information screen appears. (If you wanted to, you could select another waypoint from the list with the ↑ or ↓ keys.)

    A. To *navigate* to the waypoint, press **ENT**. (The **Go To** command is already highlighted.) The unit will show navigation information to the waypoint.

    B. To *find* the waypoint, press → to **FIND ON MAP** | **ENT**. The Map Page appears with the cursor highlighting the found waypoint.

To clear these menus and return to the previous page, press **EXIT** repeatedly.
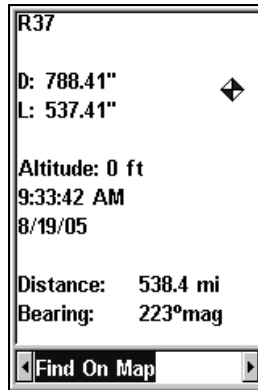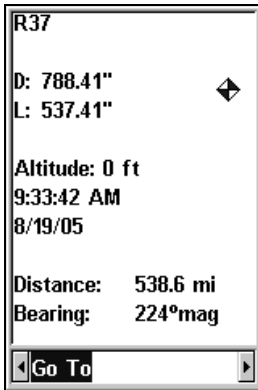


**When a waypoint is selected from the Find Nearest or Find by Name menus, GO TO will be highlighted by default (left) Press → to switch to FIND ON MAP (right)**

5. **If you're looking by name**, there are two options: **A.** You can **spell out** the name in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until

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the name is correct, then press **ENT|ENT**. **B.** Or jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a waypoint from the list and press **ENT**. The Waypoint Information screen appears.
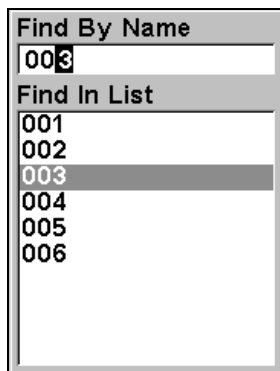


**Find By Name menu.**

A. *To navigate* to the waypoint, press press **ENT**. (The **GO TO** command is already highlighted.) The unit will show navigation information to the waypoint.

B. *To find* the waypoint, press → to **FIND ON MAP|ENT**. The Map Page appears with the cursor highlighting the found waypoint.

# Section 7: Hunting Mode

This section addresses how to operate the iFINDER in Hunting Mode. If you've read through this manual in order, you're already familiar with many of the basic GPS principles that drive the iFINDER. The principles are the same in both operating modes, so you already know how to work your iFINDER.

If, however, you're only interested in Hunting Mode operation, this section should be the main reference you'll use to operate your iFINDER. Look through Sec. 3 and Sec. 4 to figure out how to operate anything that's not obvious (like navigating routes, trails and waypoints), but read through this section to learn about all the special hunting tools that come with the unit.

One of the major features of the iFINDER HUNTc is the Compass Page. The Compass Page appears is one of only two pages in Hunting Mode. We'll go into more detail on setting up and using the Compass Page in this section.

Another useful feature are the special Hunting Waypoints, which differ from the kinds of waypoints described earlier in this manual. We'll tell you how to set up and use a Hunting Waypoint later in this section.

We'll also talk about the Scouting feature, which allows you to define your favorite hunting area by drawing a boundary on the map. This area will show up on your iFINDER's map, so you can always know your position within the scouted area.

But first, we want to walk you through the basics of using the iFINDER HUNTc to improve your hunting experience! The following page contains a 12-step quick reference for the most basic Hunting Mode operations. There are several other ways to perform the steps described here, but this quick reference will show you the simplest way to park a vehicle, walk out in the woods and find your way back.

If you don't want to carry the manual with you as you practice with the iFINDER, you might consider photocopying this quick reference page and tucking it into your pocket.

# iFINDER® HUNTc™ Quick Reference

*Start outdoors, with a clear view of the open sky. As you practice, try navigating to a location a few blocks away. Navigation in too small a space, like a backyard, will constantly trigger arrival alarms.*

1. Install two AA batteries (and MMC card if desired) in the battery compartment on back of case. (See installation on page 11.)

2. To turn on the iFINDER HUNTc, press and release the **PWR** key.

3. Opening screen displays map of North America at the 4,000-mile zoom range. Rotate through the two main Page screens (Map Page and Compass Page) by repeatedly pressing **PAGES**.

4. Wait while unit locates satellites and calculates current position. Flashing question mark or data boxes indicate a position has not been determined. Position calculation takes an average of one minute or less under clear sky conditions (unobstructed by terrain or structures.) When position is found, a tone sounds, a position-acquired message appears, data boxes stop flashing and the flashing question mark disappears.

5. With position acquired, the Map Page shows your location on the map in a bird's eye view of the earth. You can move around the map by:

    **Zoom in** closer to see greater detail: press **ZIN** (zoom in key.)
    **Zoom out** to see more area, less detail: press **ZOUT** (zoom out key.)
    **Scroll** map north, south, east or west using arrow keys ↑ ↓ → ←.

To stop scrolling and return to current position on map, press **EXIT** key.

6. Set a Vehicle waypoint at your current position so you can navigate back to your vehicle: press **ENT** and use the ↓ ↑ to highlight **VEHICLE** from the waypoint list, then press|**ENT**|**ENT**. Waypoint *Vehicle(1)* will appear on the map.

7. Zoom/scroll map to find a nearby object or location. Use arrow keys to center the cursor crosshairs over the map object or location.

8. To navigate to the selected location: press **MENU**, select **GO TO CURSOR** and press **ENT**|**EXIT**. Follow steering arrow on Map Page or compass bearing arrow on Compass Page.

9. At destination, Arrival Alarm goes off. To clear it, press **EXIT**. To Cancel navigation: press **MENU**|↓ to **CANCEL NAVIGATION**|**ENT**|← to **YES**|**ENT**.

10. Navigate back home: Zoom/scroll map and use arrow keys to center cursor crosshair over waypoint *Vehicle (1)*. Press **MENU**, select **GO TO CURSOR** and press **ENT**|**EXIT**.

11. Back home, Arrival Alarm goes off; press **EXIT**. Cancel navigation: press **MENU**|↓ to **CANCEL NAVIGATION**|**ENT**|← to **YES**|**ENT**.

12. To turn off the iFINDER, press and hold **PWR** key for three seconds.

## Compass Page

This Page has a compass rose. It shows the direction you are facing and the direction to a selected destination. The navigation screen looks like the one in the following image when you're not navigating to a way-point or other destination. No graphic course information is displayed. Your facing direction is shown by an arrow on the edge of the compass rose.

You can choose how to display the Compass's orientation. The options are North Up, Heading Up, and Bearing Up.

With North Up, the unit always places North at top of the screen. As you turn and change your facing direction (your heading), the heading indicator arrow will move along the edge of the compass rose.

When using Heading Up, the unit keeps your heading indicator arrow at the top of the screen, so no matter which was you turn, the arrow stays up. The compass rotates under it to tell what direction you are facing.

When you're navigating to a waypoint or any other destination, you can turn on Bearing Up, which keeps the direction to your destination at the top of the screen, while your heading indicator swings around the compass rose. That way, all you have to do to navigate to your destination is keep turning so that your arrow points closer and closer to the top of the screen.

**Track or compass heading indicator, showing facing direction**
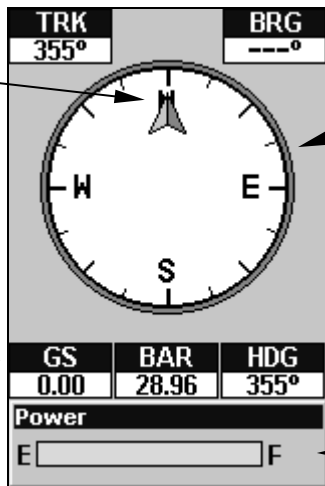
**Compass rose**

**Navigation information data boxes**

**Battery power indicator**

**Navigation Page, recording a trail, traveling east. Page looks like this when iFINDER is not navigating to a waypoint, following a route, or backtracking a trail.**

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When navigating to a waypoint or following a route, the Navigation screen looks like the one shown in the following image. Customizable data boxes on this screen can show information such as your ground speed, track, distance and bearing to your destination.

Current track or heading, shown in degrees

In Bearing Up mode (shown), the direction of your destination is shown at the top of the compass

Navigation information data boxes

Compass bearing to destination

Track or compass heading indicator, showing facing direction

Battery power indicator
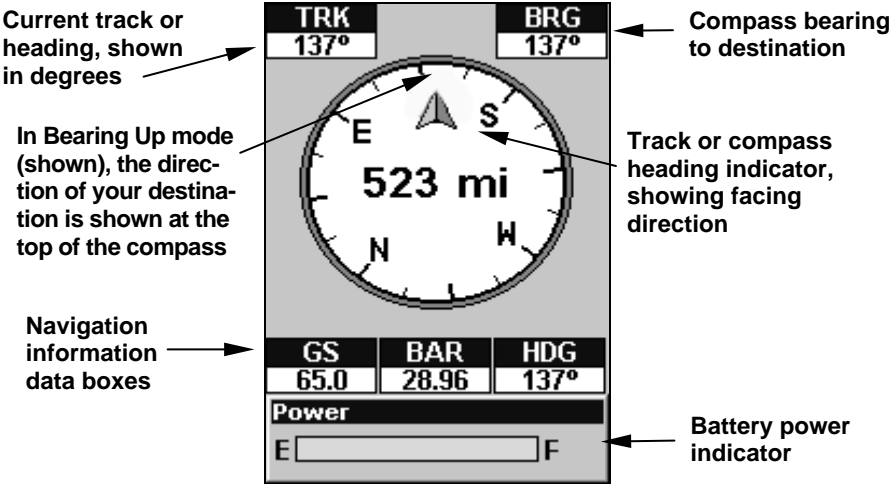
**Navigation Page, going to an address. The compass is in Bearing Up mode, so you can see that the destination is to your southeast. Your current facing is southeast (a 137° heading) toward an address 137° (bearing) away. If you were navigating to a waypoint, the waypoint's icon would appear on the edge of the compass rose, indicating the proper direction. An information box on this screen indicates the destination is 523 miles away.**

### Calibrate Compass

To find your heading, the iFINDER uses a sensor that detects the magnetic field in the area. This field can be affected by any large object, particularly by metallic items such as your car or the barrel of your rifle. Over time, all these variations gradually interfere with the iFINDER's measurements and will result in poor performance by the compass.

In order to keep your iFINDER reporting accurate compass headings, all you have to do is calibrate it when you begin to notice deterioration in its performance. To do this, use the **CALIBRATE COMPASS** command on the Compass Page menu.

1. From the Compass Page, press **MENU|↓** to **CALIBRATE COMPASS|ENT**.
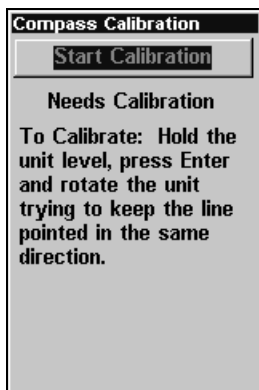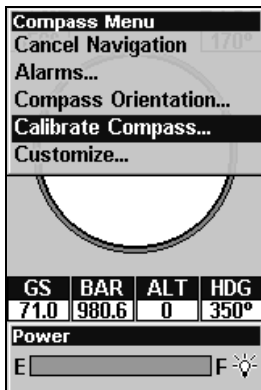
**Compass Page menu with Calibrate Compass selected.**

A new screen will appear showing a drawing of a circle with a line pointing from the center to a point on the edge. At the top of the screen, the **START CALIBRATION** button is selected.
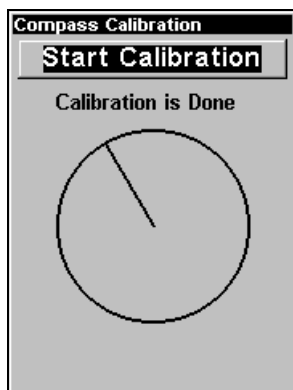


**The Calibrate Compass page with Start Calibration selected.**

2. Choose a reference point. The reference point is for you alone. The iFINDER doesn't need to know anything about it. But choose a reference point nearby such as a tree, your car or even use your own body.

**NOTE:**

While calibrating, hold the iFINDER as parallel to the ground as possible. Tilting the iFINDER makes compass measurements more difficult for the unit.

3. Now press **ENT** to start calibration. You'll notice the line moving slowly around the circle. Turn the iFINDER so that the line is pointing from the center of the circle directly to your reference point. As the line continues moving around the circle, rotate the iFINDER to keep the

line pointing at your reference point. Remember to keep the iFINDER level as you rotate it, so the back of the unit is parallel to the ground.

4. The line will travel all the way around the circle at least once, and may go twice around the circle. Continue rotating your iFINDER in time with the movement of the line until the words *Calibration is Done* appear at the top of the screen. When you see this, you're finished! Your iFINDER should now report accurate compass headings.

## Set Hunting Waypoint

A waypoint is an electronic address, based on the latitude and longitude of a position on the earth. Hunting Mode allows you to save waypoints and use a unique set of hunting symbols to represent them. Once a waypoint exists, you can edit it by changing the symbol and name. We describe that in more detail in the Advanced Mode section.

To save a hunting waypoint at your current location or cursor position: 1. Press **ENT**, and the **NEW WAYPOINT** menu appears. 2. Use the ↓ and ↑ keys to scroll through the list and select the waypoint type. 3. Press **ENT** and the **NEW WAYPOINT NAME** menu appears. 4. To accept the default name (which is numbered automatically), press **ENT** and the waypoint appears on screen with the default name. If you want a different name, spell it out in the New Waypoint Name menu. The first character is highlighted, so press ↑ or ↓ to scroll through a circular list containing the alphabet, numbers and punctuation symbols. When the first character is correct, press → to move to the second character, then press ↑ or ↓ again to select the correct character. Press → to the next character and repeat the process until you have spelled out the desired waypoint name, then press **ENT**.

## Scout Plots

The Scout Plot feature lets *you* map *your own* hunting areas. A scout plot is a type of GPS data you can record that includes an area perimeter or boundary along with waypoints that mark game types. A scout plot could be your immediate hunting area, a food plot, or the entire piece of property you have permission to hunt on. Scout plots are saved as part of a GPS Data File (with the \*.usr suffix). This feature is especially useful on private lands, where property borders do not appear in our mapping data. To start a new scouting session:

1. From the Map page, press **MENU|↓** to **SCOUTING|ENT|ENT**.

2. Use ↓ and ↑ to select the type of scouting session, then press **ENT**. (The default is Big Game, which determines the set of waypoint symbols available for the scouting session.)

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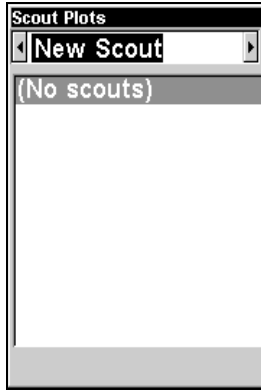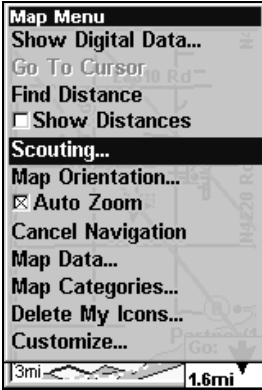
**Scout Plot menus**

3. The Scout plot list appears. To begin recording, press ↓ to the desired Scout and press **ENT**. Press ↓ **ACTIVE**|**ENT** to make the session Active, then repeatedly press **EXIT** to clear the menus and return to the Map Page.
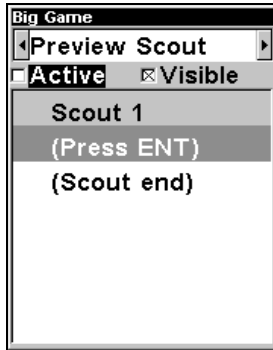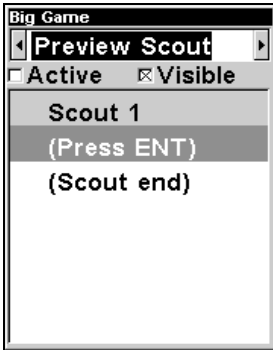


**Scout Plot List**

*Tip:*

You can record game sign waypoints as you walk, but you don't want to include them in the boundary of your hunting area. To avoid drawing the boundary line around those waypoints — when you press Enter to save a point — use the ↓ and ↑ keys to select the desired symbol for the game sign you are marking, then press **ENT**, which will launch the New Waypoint Name window. Press ↑ to **ADD TO SCOUT**, then press **ENT** to uncheck it. To accept the default waypoint name and set the waypoint, press ↓ to **SAVE WAYPOINT** and press **ENT**. The next time you record a point, the menu automatically reverts to the previous scout symbol unless you select a different symbol.

4. As you walk the perimeter of the area you're scouting, record a series of flag points (using the flag waypoint symbol) that will be used to draw the scout plot boundary. You need to set enough flag points to roughly outline the area's corners. For example, while scouting a square soybean field and looking for deer entry points, you could record the field boundary by setting just four flag points.

To set the first flag point, press **ENT** and the new waypoint menu appears. Choose a point and press **ENT**. The New Waypoint Name box will appear with Save Waypoint highlighted. Scroll ↑ to Add to Scout and press **ENT** to uncheck it. Now, scroll down to **SAVE WAYPOINT** and press **ENT** to create your first flag point. After the point is created, the scout point menu is cleared. Back on the Map Page, the message Scout 1 appears in the lower right corner, indicating a scouting session is under way.

5. Repeat these steps for setting a point at every major corner of the area you're scouting. The iFINDER will link the flag points and draw the perimeter of the area you walked.

## Switch to Land Mode

To leave Hunting Mode and switch to Land Mode:

1. Press **MENU|MENU|↓** to **DISABLE HUNTING MODE|ENT**.

2. The following message appears: Are you sure you want to turn on Land Navigation Mode?
3. Press **←|ENT** and the unit switches to Land Mode.

### Switch Back to Hunting Mode from Land Mode

To leave Land Mode and switch back to Hunting Mode:

1. Press **MENU|MENU|↓** to **ENABLE HUNTING MODE|ENT**.

2. This message appears: Are you sure you want to turn on Hunting Mode?

3. Press **←|ENT** and the unit switches to Hunting Mode.

# Section 8: Music Mode

## The Music Mode Display and Keyboard Commands

The Music Mode screen contains a battery power indicator and a volume display for quick reference. When a song or play list is playing, the name of the current song will appear at the top of the screen, as well as the song's quality (in kbps).

**NOTE:**

> We've found that songs using a bitrate of 128 kbps work well in the unit. Playing a song with a higher bitrate may slow down the unit's overall functionality. To ensure consistent performance in map re-draw and menu response, 56 kbps is preferred. Try the unit with various settings to find what works best for you.

> Other options for improving the iFINDER's performance (without sacrificing audio quality) include activating the unit's Power Save mode. Changing the Update Rate will free-up some processor power to allow simultaneous map re-draws, searches *and* music playback.

If you're playing a list, then the play list's name and the song's position in the list are both displayed as well.

To switch to Music Mode from Map Mode, press the **PAGES** button. Music Mode page is designed to be simple. Using only these buttons and the Music Menu, you can listen to what you want, when you want.
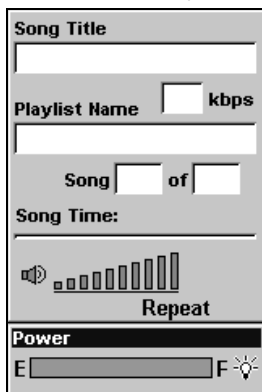


**Music Mode display, with all the on-screen command buttons shown.**

Most of the music player's commands are available at the touch of a single button. The most important tools are the play control buttons: **ENTER** (Play and Pause), **EXIT** (Stop), ← (Previous Song) and → (Next Song). You can fast forward through a song if you press and hold the → key.

To rewind a song, press and hold the ← key. You can open the file browser and choose a new song or play list by pressing the **FIND** key.

Music Mode always runs using a play list, even if this consists of a single song. You can copy pre-made play list files from your PC to your MMC card and play the songs in these play lists by selecting them from the song browser. It's just as easy to organize your music when you copy it to the MMC, by arranging it into folders from your computer. That way you can play a folder at a time. When you select a folder to play, the iFINDER automatically creates a play list out of all of the songs contained in that folder.

Later in this section we'll explain how to play folders, how to copy music and play lists from your PC, and how to manage them all on the iFINDER.

## Using the Play Control Buttons

All of the play control buttons are represented by symbols on the keyboard, not names. These symbols are fairly standard, and are probably already familiar to you.

Use the ← key to skip to the **PREVIOUS SONG**. To skip ahead to the **NEXT SONG** press the → key**.** Holding down the ← key allows you to rewind the previous song. If you want to fast forward through a song, press and hold the → key.

**PLAY AND PAUSE** are both controlled by the **ENTER** key. When music is playing you pause it by pressing the **ENTER** key. The music will resume when you press the **ENTER** key again. You can **STOP** the music by pressing the **EXIT** key.

To **INCREASE VOLUME** press the **ZIN** key. If you want to **DECREASE VOLUME**, press the **ZOUT** key. As you push these buttons, you can see the current volume display shift on-screen. Move the level to the left or right to get the desired volume.

## NOTE:

Some advanced Map Mode operations, such as achieving a satellite lock or searching for POIs, require intense processing power. If you're having trouble performing advanced GPS operations while listening to music, use the **ENTER** key to pause your music and switch over to Map Mode. Once your unit has a lock, switch back to Music Mode and resume playing music. Normal Map Mode operation will work fine with music playing.

## Using the FIND key to Launch Music Browser

You can push the **FIND** key at any time to open the music browser, which lets you choose the song or play list to play next. The music browser is a screen showing the file structure of your MMC card, includ-

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ing all of the songs and play lists available as well as any subfolders. If you've sorted your music on the MMC by album or artist, you can select the folder you wish and play only the songs in that folder, or you can choose a particular song to play right away.

We'll describe the Music Browser under the heading "Play Lists" later in this section.

In addition to all these keyboard commands, the Music Mode has its own menu, which is used to set various options. To access the Music Menu, from the Music Mode Page, press the **MENU** key. Later in this section we'll describe the various options in the Music Mode Menu in detail.

The following page contains an 11-step Practice Run that will walk you through the most basic Music Mode operations. Following just the steps outlined here, you can start using the iFINDER to listen to your favorite songs in no time.

# Music Mode Practice Run

*Start at your computer. You should already have some MP3 or Ogg Vorbis music files available. If you need help ripping your CDs to these formats, consult the documentation for the CD ripper software.*

1. Insert an MMC card with free space into your MMC card reader.

2. Select a few of your favorite songs and copy them onto the MMC card. For now, copy only a few songs and place them directly in MMC card's main folder. (Later, you might prefer to set up subfolders on the card and organize your music by artist, album or genre.)

3. Wait until the songs are finished copying, then transfer the MMC card to your iFINDER. (You can find instructions for this in Sec. 2, starting on page 11.)

4. To turn on the unit, press and release the **PWR/LIGHT** key.

5. The opening screen displays either a map of North America or the music player. If the Map Mode opens up, press the **PAGES** key to switch to Music Mode.

6. Open the file browser by pressing the **FIND** key, which will display a list of the songs available on your iFINDER. These should match the songs you just copied there. Using the arrow keys, choose one from the list and press **ENTER**. This is a quick and convenient combination to start your music playing: **FIND|ENTER**.

7. The song will begin playing. Make sure you've attached your headphones (or other external speakers) as described in Sec. 2. You can use the Browse Music Files screen (activated by pressing the **FIND** key) to choose another song, if you want. If you'd prefer to play several songs, move on to step 8.

8. Cancel the song currently playing by pressing **EXIT**. To have the iFINDER create a play list of all of the songs on the MMC, press **FIND|ENTER** with the **PLAY ALL** option selected. The iFINDER will begin playing the first song on the MMC.

9. Press **MENU|↓** to **SOUNDS|ENT** to open up the Sounds Menu. Press ↓ to **SHUFFLE** and press **ENT** to toggle it on. Now press **EXIT** repeatedly until you get back to the Music Mode page. Press **FIND|ENTER** again and the iFINDER will begin playing a randomly sorted play list.

10. Listen to your favorite music. Now you can return to your computer and add more songs or play lists to your MMC.

11. To turn off the unit, press and hold **POWER** key for three seconds.

## Play Lists

The iFINDER can play both MP3 and Ogg Vorbis music files. It can also recognize m3u-style play list files. Use the **FIND** key to launch the Browse Music Files screen.



**Use the Browse Music Files screen to choose which songs to play next.**

From the music browser you can choose individual songs, play list files, or subfolders to play. Choose **PLAY ALL** to play all of the music files in the selected folder and its subfolders.

### Getting the Music onto Your iFINDER

Of course, to use your iFINDER's Music Mode, you'll need to get some music onto the unit. To do this, use an MMC card reader to copy the MP3 or OGG Vorbis files from your PC onto an MMC card. Insert the MMC card in the iFINDER as described in Sec. 2, and the music will immediately be available in the file browser. It's that simple.

Before you copy your music onto the MMC card, consider setting up some subfolders to sort your music by artist, album or genre – however you prefer to arrange your music. The iFINDER makes it easy to play a whole folder at a time, so if you arrange your music well when you're installing it, playing the right songs when you want to hear them will be a breeze.

## The Music Menu

Any time you're using the iFINDER in Music Mode you can press **MENU** to open the Music Mode Menu, which contains several settings and commands related to Music Mode operation. You can use these settings to change the way the iFINDER plays back music. The iFINDER works great right out of the box, but as you become more familiar with the unit and what it can do, you'll eventually want to begin tweaking some of these settings.

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We'll spend the rest of this section introducing you to the options and settings available from the Music Menu.

## Use Indoors

When you're *only* using your iFINDER to listen to music, you can preserve battery life by turning off the GPS satellite search. To do this, turn on the Use Indoors option.

To toggle this feature on or off from the Music Mode, press **MENU**|↓ to **USE INDOORS**|**ENT**. The box is checked when the feature is turned on, and unchecked when the feature is off. The iFINDER will automatically resume searching for satellites the next time you turn it on.

## Sounds Menu

The Sounds command on the Music Menu opens the same Sounds Menu accessible from the Main Menu. We've added this option to the Music Menu for your convenience. From the Sounds Menu you can adjust the volume of both the unit's internal speaker, and the Line Out volume to your headphones. The most important options on this menu for Music Mode, though, are at the very bottom.



**Sounds Menu with Repeat command activated.**

To access the Sounds Menu, from Music Mode press **MENU**|↓ to **SOUNDS**|**ENT**.

### Shuffle (On/Off)

With Shuffle on, the iFINDER will randomly sort the order of songs when generating a play list. When Shuffle is turned off, play lists will be generated alphabetically by filename.

From the Sounds Menu, press ↓ to **SHUFFLE** and press **ENT**. When the feature is on, the box is checked. When Shuffle is turned off, the box will be unchecked.

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**Repeat (On/Off)**

When Repeat is on, the iFINDER will automatically replay a song or play list. If Repeat is turned off, the unit will play the selected song or play list, then wait for you to select a new song or play list.

From the Sounds Menu, press ↓ to **REPEAT|ENT** to turn the option on and off. When the feature is turned on, the box will be checked. It will be unchecked when it is off.

# Notes

# Notes

# Section 9: Supplemental Material Datums Used by This Unit

WGS 1984
Default

Adindan
Mean for Ethiopia,
Sudan

Adindan
Burkina Faso

Adindan
Cameroon

Adindan
Ethiopia

Adindan
Mali

Adindan
Senegal

Adindan
Sudan

Afgooye
Somalia

Ain el Abd 1970
Bahrain

Ain el Abd 1970
Saudi Arabia

Anna 1 Astro 1965
Cocos Islands

Antigua Island Astro
1943; Antigua (Lee-
ward Islands)

Arc 1950; Mean for
Botswana, Lesotho,
Malawi, Swaziland,

Zaire, Zambia and
Zimbabwe

Arc 1950 - Botswana

Arc 1950 - Burundi

Arc 1950 - Lesotho

Arc 1950 - Malawi

Arc 1950 - Swaziland

Arc 1950 - Zaire

Arc 1950 - Zambia

Arc 1950 - Zimbabwe

Arc 1960 - Mean for
Kenya, Tanzania

Ascension Island
1958  - Ascension
Island

Astro Beacon E 1945
- Iwo Jima

Astro DOS 71/4 - St.
Helena Island

Astro Tern Island
(FRIG) 1961 - Tern
Island

Astronomical Station
1952 - Marcus Island

Australian Geodetic
1966 - Australia &
Tasmania

Australian Geodetic
1984 - Australia &
Tasmania

Ayabelle Lighthouse -
Djibouti

Bellevue (IGN) -
Efate & Erromango
Islands

Bermuda 1957 -
Bermuda

Bissau - Guinea-
Bissau
Bogota Observatory -
Colombia

Bukit Rimpah - Indo-
nesia (Bangka & Be-
litung Islands)

Camp Area Astro -
Antarctica (McMurdo
Camp Area)

Campo Inchauspe -
Argentina

Canton Astro 1966 -
Phoenix Islands

Cape - South Africa

Cape Canaveral -
Bahamas, Florida

Carthage - Tunisia

Switzerland

Chatham Island Astro
1971; New Zealand
(Chatham Island)

Chua Astro
Paraguay

Corrego Alegre
Brazil

Dabola
Guinea

Djakarta (Batavia)
Indonesia (Sumatra)

DOS 1968
New Georgia Islands
(Gizo Island)

Easter Island 1967
Easter Island

European 1950
Mean for Austria,
Belgium, Denmark,
Finland, France,
West Germany, Gi-
braltar, Greece, Italy,
Luxembourg, Neth-
erlands, Norway,
Portugal, Spain,
Sweden, Switzerland

European 1950
Mean for Austria,
Denmark, France,
West Germany,
Netherlands, Swit-
zerland

European 1950
Mean for Iraq, Israel,
Jordan, Lebanon,
Kuwait, Saudi Arabia,
Syria

European 1950
Cyprus

European 1950
Egypt

European 1950
England, Channel
Islands, Ireland,
Scotland, Shetland
Islands

European 1950
Finland, Norway

European 1950
Greece

European 1950
Iran

European 1950
Italy (Sardinia)

European 1950
(Sicily)
European 1950
Malta

Ireland 1965
Ireland

ISTS 061 Astro 1968
South Georgia Is-
lands

ISTS 073 Astro 1969
Diego Garcia

Johnston Island 1961
Johnston Island

Kandawala
Sri Lanka

Kerguelen Island
1949
Kerguelen Island

Kertau 1948
West Malaysia &
Singapore

Kusaie Astro 1951
Caroline Islands

L.C. 5 Astro 1961
Cayman Brac Island

Leigon
Ghana

Liberia 1964
Liberia

Luzon
Philippines (Exclud-
ing Mindanao)

Luzon
Philippines (Min-
danao)

Mahe 1971
Mahe Island

Massawa
Ethiopia (Eritrea)

Merchich
Morocco

Midway Astro 1961
Midway Islands

Minna
Cameroon

Minna
Nigeria

Montserrat Island
Astro 1958; Montser-
rat (Leeward Islands)

M'Poraloko
Gabon, Nahrwan,
Oman (Masirah Is-
land)

Nahrwan
Saudi Arabia

Nahrwan
United Arab Emirates

Naparima BWI
Trinidad & Tobago

North American 1927
Mean for Antigua,
Barbados, Barbuda,
Caicos Islands,
Cuba, Dominican
Republic, Grand
Cayman, Jamaica,
Turks Islands

North American 1927
Mean for Belize,
Costa Rica, El Sal-
vador, Guatemala,
Honduras, Nicaragua

North American 1927
Mean for Canada

North American 1927
Mean for CONUS
(Continental United
States)
North American 1927
Mean for CONUS
(East of Mississippi
River) including Lou-
isiana, Missouri, Min-
nesota

North American 1927
Mean for CONUS
(West of Mississippi
River)

North American 1927
Alaska

North American 1927
Bahamas (Except
San Salvador Island)

North American 1927
Bahamas (San Sal-
vador Island)

North American 1927
Canada (Alberta,
British Columbia)

North American 1927
Canada (Manitoba,
Ontario)

North American 1927
Canada (New
Brunswick, New-
foundland, Nova
Scotia, Quebec)

North American 1927
Canada (Northwest
Territories, Sas-
katchewan)

North American 1927
Canada (Yukon)

North American 1927
Canal Zone

North American 1927
Cuba

North American 1927
Greenland (Hayes
Peninsula)

North American 1927
Mexico

North American 1983
Alaska, Canada,
CONUS

North American 1983
Central America,
Mexico

Observaorio Metereo
1939; Azores (Corvo
& Flores Islands)

Old Egyptian 1907
Egypt

Old Hawaiian
Mean for Hawaii,
Kauai, Maui, Oahu

Old Hawaiian
Hawaii

Old Hawaiian
Kauai

Old Hawaiian
Maui

Old Hawaiian
Oahu

Oman
Oman

Ordinance Survey
Great Britain 1936 -
Mean for England,
Isle of Man, Scotland,
Shetland Islands,
Wales

Ordinance Survey
Great Britain 1936 -
England

Ordinance Survey
Great Britain 1936 -
England, Isle of Man,
Wales

Ordinance Survey
Great Britain 1936 -
Scotland, Shetland
Islands

Ordinance Survey
Great Britain 1936 -
Wales

Pico de las Nieves
Canary Islands

Pitcairn Astro 1967
Pitcairn Island

Point 58

Sweden

Santo (DOS)
1965 Espirito Santo
Island

Sao Braz
Azores (Sao Miguel,
Santa Maria Islands)

Sapper Hill 1943
East Falkland Island

Schwarzeck
Namibia

Selvagem Grande
Salvage Islands

SGS 85
Soviet Geodetic
System 1985

South American 1969
Mean for Argentina,
Bolivia, Brazil, Chile,
Colombia, Ecuador,
Guyana, Paraguay,
Peru, Trinidad & To-
bago, and Venezuela

South American 1969
Argentina

South American 1969
Bolivia

South American 1969
Brazil

South American 1969
Chile

South American 1969
Colombia

South American 1969
Ecuador

South American 1969
Ecuador (Baltra, Ga-
lapagos)

South American 1969
Guyana

South American 1969
Paraguay
South American 1969
Peru

South American 1969
Trinidad & Tobago

South American 1969
Venezuela

South Asia

Singapore

Tananarive Obser-
vatory 1925; Mada-
gascar

Timbalai 1948
Brunei, East Malay-
sia (Sabah, Sarawak)

Tokyo
Mean for Japan, Ko-
rea, Okinawa

Tokyo
Japan

Tokyo
Korea

Tokyo

Okinawa

Tristan Astro 1968
Tristan da Cunha

Viti Levu 1916
Fiji (Viti Levu Island)

Wake

Eniwetok 1960

Marshall Islands

Wake Island Astro
1952
Wake Atoll

WGS 1972
Global Definition

Yacare
Uruguay

Zanderij
Suriname

# FCC Compliance

This device complies with Part 15 of the U.S. Federal Communications Commission (FCC) Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

**Note:**
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

•Reorient or relocate the receiving antenna.

•Increase the separation between the equipment and receiver.

•Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

•Consult the factory customer service department for help.

## LOWRANCE DATABASES LICENSE AGREEMENT

THIS IS A LEGAL AGREEMENT BETWEEN THE END-USER WHO FIRST PURCHASES THIS PRODUCT AS A CONSUMER ITEM FOR PERSONAL, FAMILY, OR HOUSEHOLD USE ("YOU") AND LOWRANCE ELECTRONICS, INC., THE MANUFACTURER OF THIS PRODUCT ("WE", "OUR", OR "US"). USING THE PRODUCT ACCOMPANIED BY THIS LICENSE AGREEMENT CONSTITUTES ACCEPTANCE OF THESE TERMS AND CONDITIONS. IF YOU DO NOT ACCEPT ALL TERMS AND CONDITIONS, PROMPTLY RE-TURN THE PRODUCT WITHIN 30 DAYS OF PURCHASE. PLEASE RE-TURN USING THE ENCLOSED UPS SHIPPING LABEL AND INCLUDE: PROOF OF PURCHASE, NAME, ADDRESS, AND PHONE NUMBER. YOUR PURCHASE PRICE AND ANY APPLICABLE TAXES WILL BE REFUNDED. PLEASE ALLOW 4-6 WEEKS TO PROCESS YOUR REFUND.

1. This License Agreement applies to the one or more databases that your product may contain. We refer to these singly as a "Database" and together as the "Databases." Your product may thus include the "WBS Database" which contains worldwide background surface mapping data, the "SmartMap Database" which contains inland mapping data, or other Databases.

2. The Databases that your product may contain are licensed, not sold. We grant to you the nonexclusive, nonassignable right to use these Databases for supplemental navigation reference purposes, but only as long as you comply with the terms and conditions of this License Agreement. We reserve the right to terminate this license if you violate any aspect of this License Agreement. You are responsible for using official government charts and prudent navigation for safe travel.

3. The Databases housed in your product are protected by the copy-right notices appearing on the product or its screen(s). You may NOT modify, adapt, translate, reverse engineer, decompile, disas-semble, rent, lease, or resell any Database, and you may NOT create derivative works based upon any Database or its contents. Any un-authorized reproduction, use, or transfer of a Database may be a crime and may subject you to damages and attorney fees.

4. This License Agreement will terminate immediately without prior notice from us if you fail to comply with or violate any of the provi-sions of this Agreement. Upon termination, you will promptly return all products containing one or more Databases to us.

5. Prices and programs are subject to change without notice.

6. This License Agreement shall be governed by the laws of the State of Oklahoma and comprises the complete and exclusive understanding between you and us concerning the above subject matter.

# DATABASES LIMITED WARRANTY

"We", "our", or "us" refers to Lowrance Electronics, Inc., the manufacturer of this product. "You" or "your" refers to the first person who purchases the product as a consumer item for personal, family, or household use. The Databases Limited Warranty applies to the one or more databases that your product may contain. We refer to each of these as a "Database" or together as the "Databases." Your product may thus include the "WBS Database" which contains worldwide background surface mapping data, the "SmartMap Database" which contains inland mapping data, or other Databases.

We warrant to you that we have accurately compiled, processed, and reproduced the portions of the source material on which the Databases are based. However, we are under no obligation to provide updates to the Databases, and the data contained in the Databases may be incomplete when compared to the source material. WE MAKE NO EXPRESS OR IMPLIED WARRANTY OF ANY KIND ABOUT THE ACCURACY OF THE SOURCE MATERIAL ITSELF, INCLUDING BUT NOT LIMITED TO IMPLIED WARRANTIES OF MER-CHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

If there is a defect in any Database, your exclusive remedy shall be, at our option, either a refund of the price you paid for the product containing the defective Database or a replacement of such product. WE WILL NOT UNDER ANY CIRCUMSTANCES BE LIABLE TO ANYONE FOR ANY SPECIAL, CONSE-QUENTIAL, INCIDENTAL, OR OTHER INDIRECT DAMAGE OF ANY KIND.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty does NOT apply in the following circumstances: (1) when the product has been serviced or repaired by anyone other than us; (2) when the product has been connected, installed, combined, altered, adjusted, or handled in a manner other than according to the instructions furnished with the product; (3) when any serial number has been effaced, altered, or removed; or (4) when any defect, problem, loss, or damage has resulted from any accident, misuse, negligence, or carelessness, or from any failure to provide reasonable and necessary maintenance in accordance with the instructions of the owner's manual for the product.

We reserve the right to make changes or improvements in our products from time to time without incurring the obligation to install such improvements or changes on equipment or items previously manufactured.

This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.

Your remedies under this warranty will be available so long as you can show in a reasonable manner that the defect occurred within one (1) year from the date of your original purchase, and we must receive your warranty claim no later than 30 days after such 1-year period expires. Your claim must be substantiated by a dated sales receipt or sales slip.

# LOWRANCE ELECTRONICS
# FULL ONE-YEAR WARRANTY

"We," "our," or "us" refers to LOWRANCE ELECTRONICS, INC., the manufacturer of this product. "You" or "your" refers to the first person who purchases this product as a consumer item for personal, family or household use.

We warrant this product against defects or malfunctions in materials and workmanship, and against failure to conform to this product's written specifications, all for one (1) year from the date of original purchase by you. WE MAKE NO OTHER EXPRESS WARRANTY OR REPRESENTATION OF ANY KIND WHATSOEVER CONCERNING THIS PRODUCT. Your remedies under this warranty will be available so long as you can show in a reasonable manner that any defect or malfunction in materials or workmanship, or any non-conformity with the product's written specifications, occurred within one year from the date of your original purchase, which must be substantiated by a dated sales receipt or sales slip. Any such defect, malfunction, or non-conformity which occurs within one year from your original purchase date will either be repaired without charge or be replaced with a new product identical or reasonably equivalent to this product, at our option, within a reasonable time after our receipt of the product. If such defect, malfunction, or non-conformity remains after a reasonable number of attempts to repair by us, you may elect to obtain without charge a replacement of the product or a refund for the product. THIS REPAIR, OR REPLACEMENT OR REFUND (AS JUST DESCRIBED) IS THE EXCLUSIVE REMEDY AVAILABLE TO YOU AGAINST US FOR ANY DEFECT, MALFUNCTION, OR NON-CONFORMITY CONCERNING THE PRODUCT OR FOR ANY LOSS OR DAMAGE RESULTING FROM ANY OTHER CAUSE WHATSOEVER. WE WILL NOT UNDER ANY CIRCUMSTANCES BE LIABLE TO ANYONE FOR ANY SPECIAL, CONSEQUENTIAL, INCIDENTAL, OR OTHER INDIRECT DAMAGE OF ANY KIND.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty does NOT apply in the following circumstances: (1) when the product has been serviced or repaired by anyone other than us; (2) when the product has been connected, installed, combined, altered, adjusted, or handled in a manner other than according to the instructions furnished with the product; (3) when any serial number has been effaced, altered, or removed; or (4) when any defect, problem, loss, or damage has resulted from any accident, misuse, negligence, or carelessness, or from any failure to provide reasonable and necessary maintenance in accordance with the instructions of the owner's manual for the product.

We reserve the right to make changes or improvements in our products from time to time without incurring the obligation to install such improvements or changes on equipment or items previously manufactured.

This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.

REMINDER: You must retain the sales slip or sales receipt proving the date of your original purchase in case warranty service is ever required.

## LOWRANCE ELECTRONICS
## 12000 E. SKELLY DRIVE, TULSA, OK 74128
## (800) 324-1356

# How to Obtain Service…
## …in the USA:

We back your investment in quality products with quick, expert service and genuine Lowrance parts. If you're in the United States and you have technical, return or repair questions, please contact the Factory Customer Service Department. Before any product can be returned, you must call customer service to determine if a return is necessary. Many times, customer service can resolve your problem over the phone without sending your product to the factory. To call us, use the following toll-free number:

### 800-324-1356

8 a.m. to 5 p.m. Central Standard Time, M-F

*Lowrance Electronics may find it necessary to change or end our shipping policies, regulations, and special offers at any time. We reserve the right to do so without notice.*

## …in Canada:

If you're in Canada and you have technical, return or repair questions, please contact the Factory Customer Service Department. Before any product can be returned, you must call customer service to determine if a return is necessary. Many times, customer service can resolve your problem over the phone without sending your product to the factory. To call us, use the following toll-free number:

### 800-661-3983
**905-629-1614 (not toll-free)**
8 a.m. to 5 p.m. Eastern Standard Time, M-F

## …outside Canada and the USA:

If you have technical, return or repair questions, contact the dealer in the country where you purchased your unit. To locate a dealer near you, visit our web site, www.lowrance.com and look for the Dealer Locator.

# Accessory Ordering Information for all countries

To order Lowrance accessories such as power cables or transducers, please contact:

**1)** Your local marine dealer or consumer electronics store. Most quality dealers that handle marine electronic equipment or other consumer electronics should be able to assist you with these items.

To locate a Lowrance dealer near you, visit our web site, www.lowrance.com and look for the Dealer Locator. Or, you can consult your telephone directory for listings.

**2)** U.S. customers: LEI Extras Inc., PO Box 129, Catoosa, OK 74015-0129 Call 1-800-324-0045 or visit our web site www.lei-extras.com.

**3)** Canadian customers can write:
Lowrance/Eagle Canada, 919 Matheson Blvd. E. Mississauga, Ontario L4W2R7 or fax 905-629-3118.

# Shipping Information

If it becomes necessary to send a product for repair or replacement, you must first receive a return authorization number from Customer Service. Products shipped without a return authorization will not be accepted. When shipping, we recommend you do the following:

**1.** Please do not ship the knobs or mounting bracket with your unit.

**2.** If you are sending a check for repair, please place your check in an envelope and tape it to the unit.

**3.** For proper testing, include a brief note with the product describing the problem. Be sure to include your name, return shipping address and a daytime telephone number. An e-mail address is optional but useful.

**4.** Pack the unit in a suitable size box with packing material to prevent any damage during shipping.

**5.** Write the Return Authorization (RA) number on the outside of the box underneath your return address.

**6.** For your security, you may want to insure the package through your shipping courier. Lowrance does not assume responsibility for goods lost or damaged in transit.

Visit our web site:

**lowrance.com**

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## *We Lead, We Find, You Win.™*